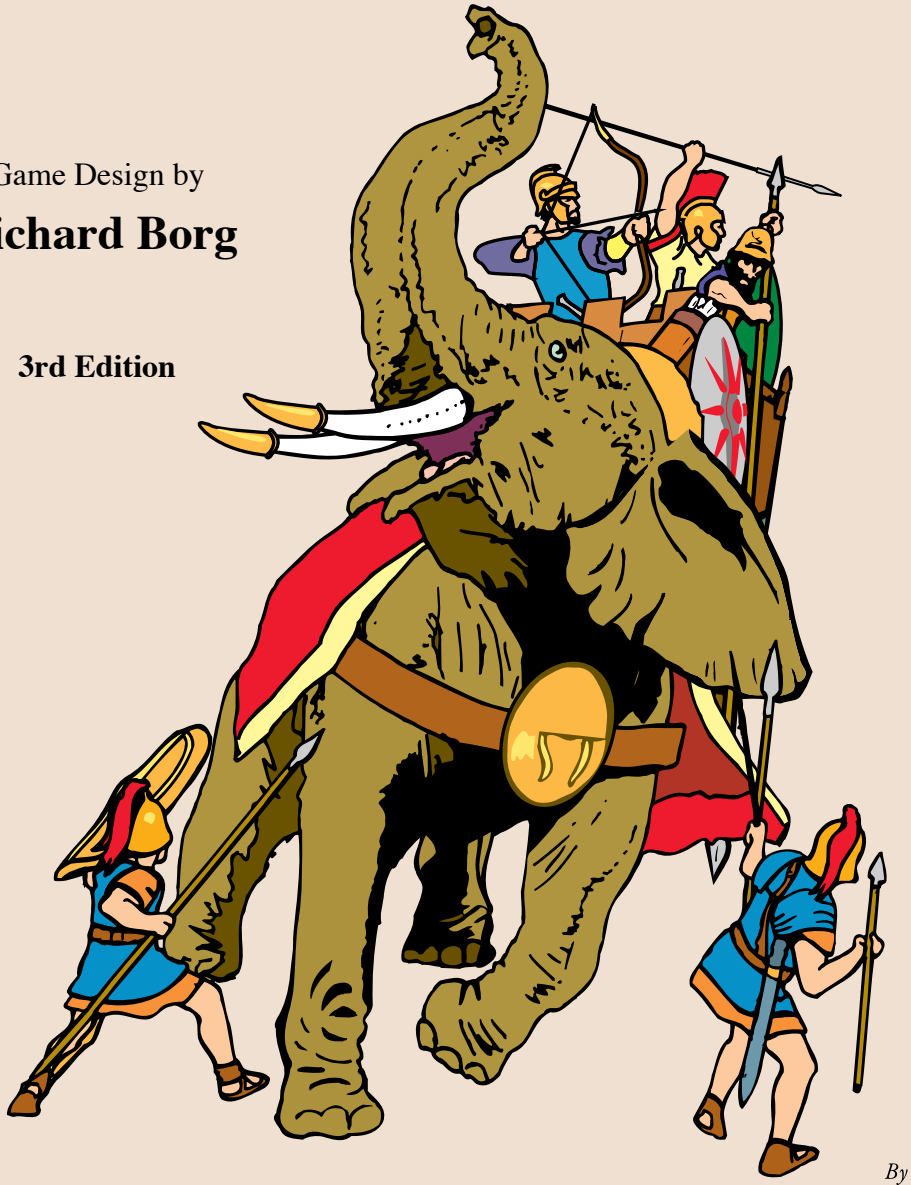
Commands and Colors ANCIENTS

RULE BOOK

Game Design by

Richard Borg

3rd Edition



GMT GAMES

By Rodger B. MacGowan ©2005

1. INTRODUCTION

The Commands & Colors: Ancients game system allows players to portray important engagements of ancient history. The battles, included in the scenario booklet, focus on the historical deployment of forces and important terrain features on the scale of the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, an infantry unit may represent an entire legion of soldiers, while in other scenarios, a unit may represent just a few brave warriors.

The Command card system drives movement, creates "fog of war", and presents players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently. The battlefield tactics you will need to execute to gain victory conform remarkably well to the strengths and limitations of the various ancient unit types, their weapons, the terrain, and history.

In this core game of the series, we focus on battles involving Rome and Carthage, with a few additional scenarios that pit Carthage against other historic enemies. Additional expansion modules are available to cover battles of Greeks, various Eastern Kingdoms, Gauls, Celts, and many other situations, from the struggles among Alexander's Successors to the many civil wars Rome was involved in. You will need this game in order to play any of the expansions.

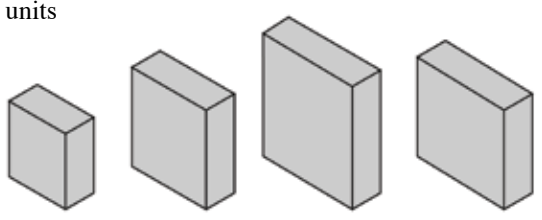
Welcome and Enjoy!
Richard Borg

2. CONTENTS

1 Battlefield Gameboard
3 Sheets containing 45 double-sided Terrain Tiles
60 Command cards
7 Battle dice
5 Block and Dice Label sheets
2 Reference Cards
1 Core Series Rule Book
1 Scenario Book containing 15 battle scenarios

345 Blocks: gray Roman units, brown Carthaginian units and black Victory Banners, comprising:

220 small gray and brown blocks for foot units (there will be a few spare blocks of this size)
16 small black blocks for Victory Banners
81 medium gray and brown blocks for cavalry units
12 large gray and brown blocks for elephant units
16 rectangular gray and brown blocks for leaders and chariot units



Battlefield Gameboard

The battlefield gameboard (hereafter referred to as the battlefield) is a hex grid, 13 hexes wide by 9 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a left flank section, a center section and a right flank section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Terrain Tiles

These represent a wide range of terrain features and are placed on the battlefield to recreate the historical battlefield for each scenario. They are explained in detail later in the rules.

Command Cards

Units may only move or battle when given an order. Command cards are used to order your troops to move, battle or do something special. For a description of all the Command cards, see section 18.

Battle Dice

Each battle die has six blank indented sides requiring stickers. Each die should have the following stickers placed on its indented faces: one Light (green circle), one Medium (blue triangle), one Heavy (red square), one Leader (helmet symbol), one Banner (flag symbol), and one Crossed Swords symbol. There is one set of spare dice stickers.



Units, Leaders, and Blocks

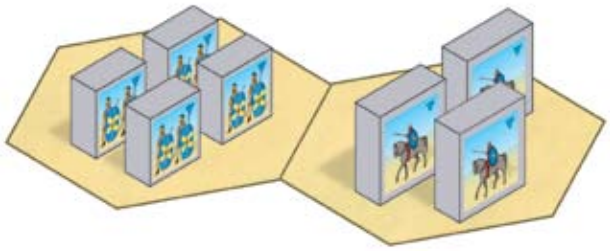
A unit is composed of a certain number of blocks:

Foot Units:

- All light, light bow, light slinger, auxilia, warrior, medium and heavy infantry units are composed of four small size blocks.
- Heavy war machine units are composed of two small size blocks.

Mounted units:

- All light cavalry, light bow cavalry, medium cavalry, heavy cavalry, heavy cataphracted cavalry, camel and cataphracted camel units are composed of three medium size blocks.
- All elephant units are composed of two large size blocks.
- All heavy chariot units are composed of two rectangular blocks.
- Barbarian chariot units are composed of three rectangular blocks.
- A Leader is not a unit. A Leader is represented by one rectangular block.



Example of a foot unit (4 blocks) and a cavalry unit (3 blocks).

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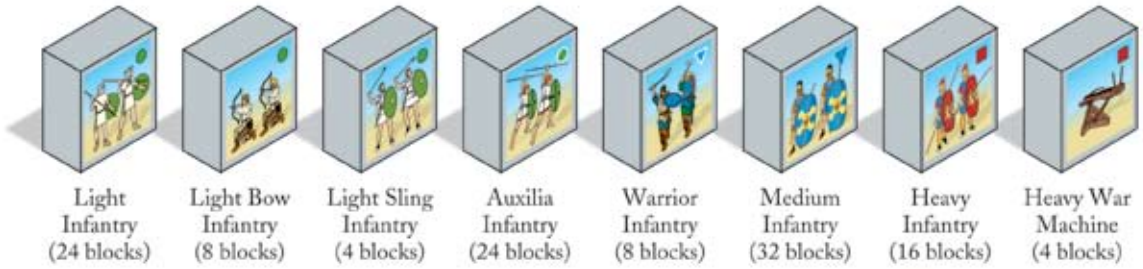
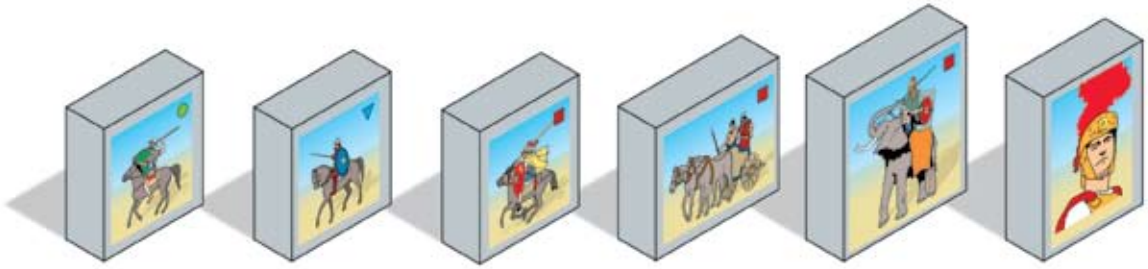
Roman Units

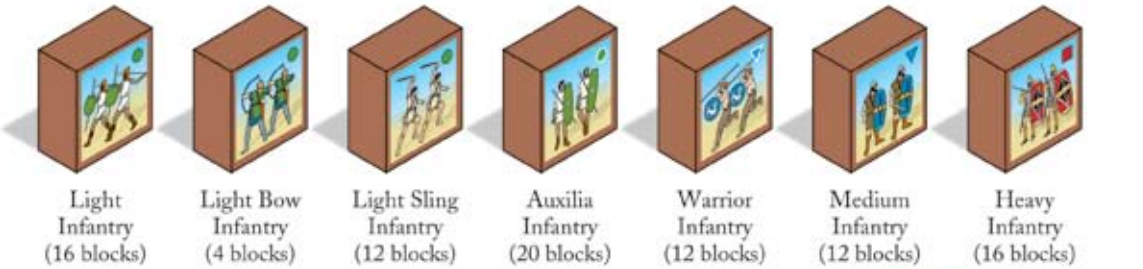


Light Infantry (24 blocks) | Light Bow Infantry (8 blocks) | Light Sling Infantry (4 blocks) | Auxilia Infantry (24 blocks) | Warrior Infantry (8 blocks) | Medium Infantry (32 blocks) | Heavy Infantry (16 blocks) | Heavy War Machine (4 blocks)



Light Cavalry (9 blocks) | Medium Cavalry (18 blocks) | Heavy Cavalry (3 blocks) | Heavy Chariot (2 blocks) | Elephant (4 blocks) | Leader (3 blocks)

Carthaginian Units



Light Infantry (16 blocks) | Light Bow Infantry (4 blocks) | Light Sling Infantry (12 blocks) | Auxilia Infantry (20 blocks) | Warrior Infantry (12 blocks) | Medium Infantry (12 blocks) | Heavy Infantry (16 blocks)



Light Cavalry (24 blocks) | Medium Cavalry (9 blocks) | Heavy Cavalry (12 blocks) | Heavy Chariot (4 blocks) | Elephant (6 blocks) | Leader (3 blocks)

Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place Roman unit labels on the gray blocks and the Carthaginian unit labels on the dark brown blocks. We suggest that you separate the blocks by color, gray for Romans, brown for Carthaginians, then sort blocks by size. Start with the Roman Units. Pull out 24 small gray blocks. Find the Roman Light Infantry stickers on sheet 1 of 3 (there are two of these sheets). Peel and place stickers front and back on the 24 small gray blocks. When you run out of the 24 blocks, move on to the Roman Light Bow Infantry. Pull out 8 small gray blocks. Find the Roman Light Bow Infantry stickers on Sheet 1 of 3. Peel and place stickers on the front and back on the 8 small gray blocks. When you run out of 8 blocks, move on to the Roman Light Sling Infantry 4 blocks... Keep going in this fashion until all the Roman units are completed and then move on to the Carthaginian units and dark brown blocks. It will be worth the effort! A few extra blocks and stickers are supplied as spares.

Note: Some units included in these rules are not used in this game's scenarios, but will appear in future expansion modules.

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In describing the core of the system, these rules will make reference to some units, such as light bow cavalry, which are not included in this box, but will appear in expansions.

Apply the Victory Banner labels to only one side of the small black blocks.



Unit Symbols and Colors

To help identify a unit's type, colored symbols have been placed on each label.



Green circle: light infantry, light sling infantry, light bow infantry, light cavalry, light bow cavalry.

Green circle with white border: auxilia infantry, light barbarian chariot

Blue symbol: medium infantry, medium cavalry, camel.

Blue symbol with white border: warrior infantry, cataphracted camel

Red symbol: heavy infantry, heavy cavalry, heavy chariot, elephant, heavy war machine.

Red symbol with white border: heavy cataphracted cavalry.

3. SETTING UP THE GAME

1. Select a battle from the scenario section of the booklet. If this is your first game of *Commands & Colors: Ancients,* we suggest you use Akgragas to begin, as that battle has a small number of units and no terrain rules involved.

2. Place the board in the center of the table. Each scenario specifies which army is at the top or bottom of the battlefield, and players should sit on the side closest to the army they will command.

3. Place the terrain hexes as indicated by the battle scenario map.

4. Separate the blocks by Victory Banners, Carthaginian forces (brown blocks) and Roman forces (gray blocks). Place the unit blocks onto the board, matching the various units' positions to the scenario's battle map. *Note: Each unit symbol represents an entire unit.*

5. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's War Council notes. Keep your Command cards a secret from the opposing player. Place the remainder of the deck face down, alongside the battlefield, within easy reach of both players.

6. Place the seven battle dice within reach of both players.

8. Review any special rules or victory conditions that apply for the battle.

9. The starting player, as indicated in the scenario's War Council notes, begins play.

4. OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners (usually 5 to 8), depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader or enemy unit entirely eliminated. When the last block of a unit, or a leader, is eliminated, collect one Victory Banner block. In some scenarios, additional Victory Banners may be gained by capturing certain terrain hexes or other battlefield objectives.

Victory is decided the instant the last banner required is gained.

5. GAME-TURN (SEQUENCE OF PLAY)

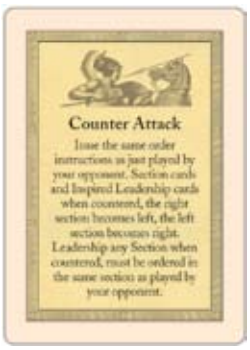
The War Council notes state which player goes first. Players then alternate taking turns, until one of the players reaches the number of Victory Banners indicated in the scenario's victory conditions.

During your turn, follow the sequence shown below:

1. Play a Command card
2. Order units and leaders
3. Move
4. Battle (combat between units)
5. Draw a new Command card

Note that all movement must be completed before any battle (between two units) is fought, and that each battle must be fought to completion before another battle is begun.





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6. PLAY A COMMAND CARD

At the start of your turn, play one Command card from your hand. Place it face up in front of you and read it aloud.

Command cards are normally used to order units (and possibly leaders) to move and/or battle. The card you play will indicate in which section or sections of the battlefield you may issue orders, and how many units (and possibly leaders) you may order.

7. ORDER UNITS AND LEADERS

After playing a Command card, announce which eligible units or leaders you choose to order.

Only those units or leaders chosen to receive an order from the played card may move, battle, or take a special action.

A leader in the same hex as a friendly unit is considered to be "attached" to the unit. If the unit is ordered to move, the attached leader must move with the unit. An attached leader must move to the same hex as the unit. Note that it still costs only one command to order a unit with an attached leader.

Units or leaders on a hex with a dotted line running through it may be ordered from either section.

You may not give more than one order to each unit or leader. If the Command card allows you to issue more orders in a given section of the battlefield than you have units or leaders in that section, those additional orders are lost.

When a Section Command card, the 'Order Mounted Troops' Command card or the 'I am Spartacus' Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. It costs one order for each attached leader that is detached from its unit and moved separately, and the unit itself is not considered ordered (but could be ordered by spending another command). The remaining orders on the Command card may be used to order units (including the one from which a leader was detached), or unattached leaders. Section Command cards, plus the 'Order Mounted Troops' and the 'I am Spartacus' Command cards have a helmet symbol to remind players that one or more attached leaders may be ordered to move separately when playing these cards.

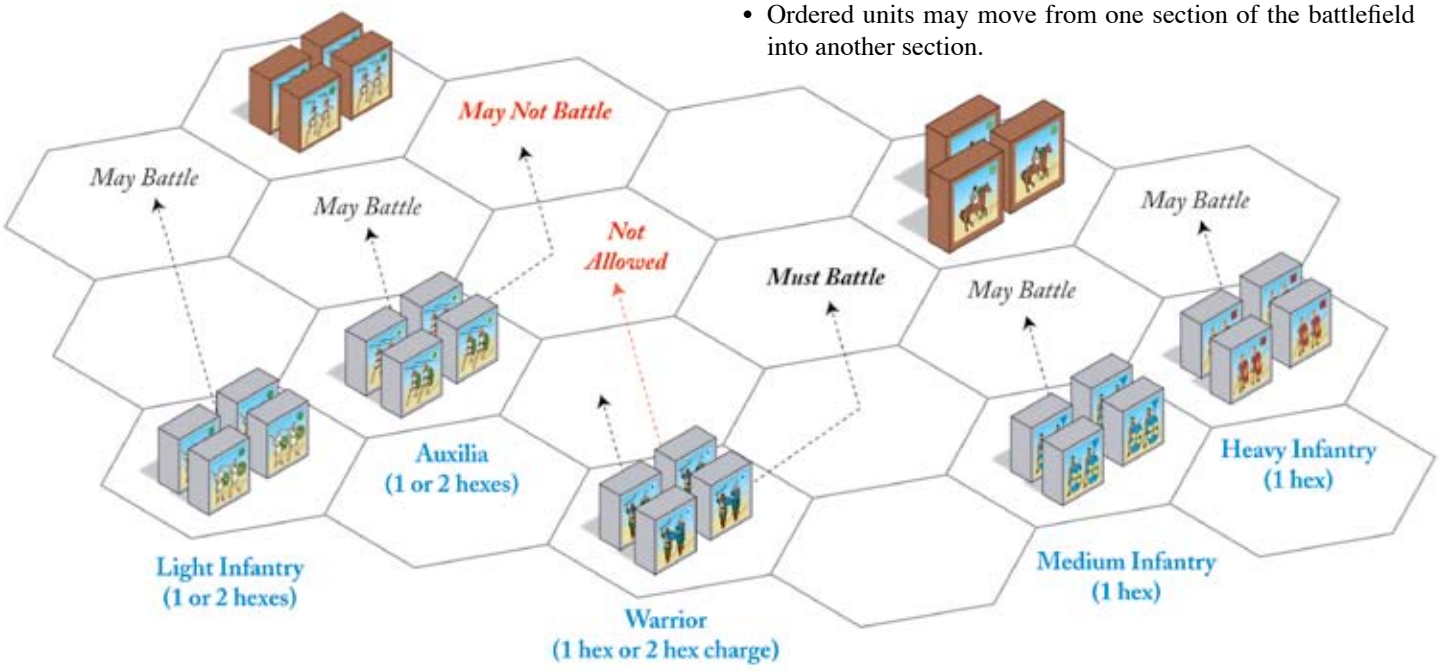
Command: Some cards allow you to order a number of units equal to your side's "Command." ***A player's Command is equal to the maximum number of Command cards that player is allowed to hold, as noted in the War Council section of the scenario being played.*** When the number of Command cards changes in a scenario, Command increases (or decreases) to the new maximum number of cards allowed to be held at the moment the card is played.

8. MOVEMENT

Unit Movement

Unit movements are made sequentially, one ordered unit at a time, in the sequence of your choice. You must complete one unit's movement before beginning another. **In addition, you must complete all unit movements before proceeding to Battle.**

- A unit may only be ordered to move once per turn.
- A unit that is ordered does not have to move.
- Ordered units may move from one section of the battlefield into another section.



The example above shows the movement rates of foot units. Note the auxilia unit cannot battle if it moves two hexes. Also note how the warrior unit may only move two hexes if it battles after moving.

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- An ordered unit may never move off the sides of a battlefield unless scenario special rules offer that option. Aside from special rules, units may not exit the battlefield, but leaders may evade or escape off the battlefield on their own side, at the owner's choice.
- Two units may not occupy the same hex. When moving a unit, you may not move onto or through a hex occupied by an enemy unit, an enemy leader, or a friendly unit. ***Light Foot Exceptions:*** see Command card 'Order Light Troops' and 'Move-Fire-Move' rules.
- A unit may move onto a hex with a friendly leader if the leader is alone in the hex. However, it must stop in that hex even if it has movement allowance remaining. The lone leader becomes attached to the unit.
- You may not split off individual blocks from a unit; the blocks in a unit must always stay together and move as a group.
- Units that are reduced through casualty losses (removing blocks) may not combine with other units.
- Some terrain features affect movement and may prevent a unit from moving its full allowance or battling during that turn (see Terrain).
- Leaders are not units, and follow different movement rules (see Leader Movement, page 7).

Retreat movement rules vary slightly from regular movement (see Retreat).

Foot Unit Movement

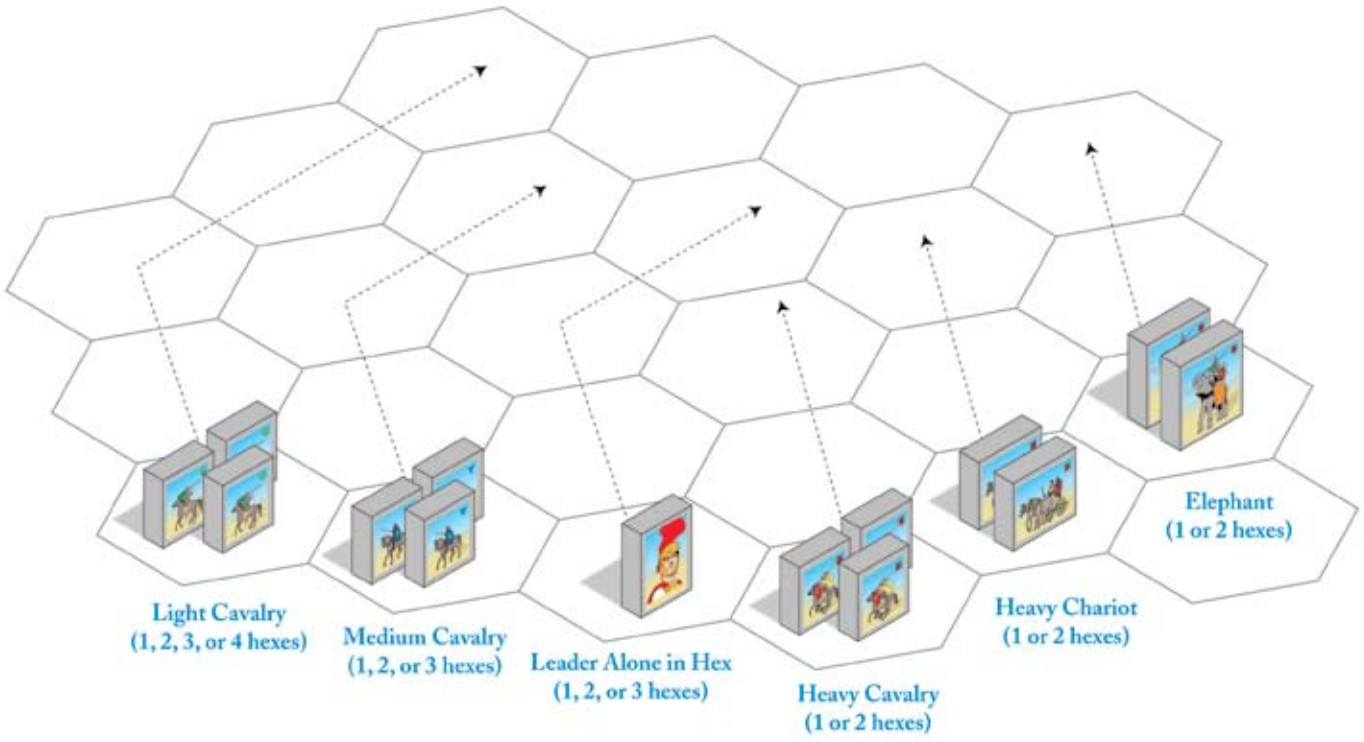
The following unit types are all classified as foot units:

- Light infantry units (light infantry, light sling infantry, light bow infantry) may move one or two hexes and battle.
- Auxilia infantry units may move one hex and battle or move two hexes and not battle. Auxilia units are classed as Light foot units for the purposes of being ordered to move and taking hits.
- Medium infantry units may move one hex and battle.
- Warrior infantry units may move one hex and battle or move two hexes and battle if the second hex takes them adjacent to an enemy unit (warriors can only move two hexes in order to battle in Close Combat, and this Close Combat is compulsory after a two-hex "charge"). Warrior units are classed as Medium foot units for the purposes of being ordered to move and taking hits.
- Heavy infantry units may move one hex and battle.
- Heavy War machine units may move one hex but may not battle when they move. Heavy war machine units are classed as Heavy foot units for the purposes of being ordered to move and taking hits.

Mounted Unit Movement

The following unit types are all classified as mounted units:

- Light cavalry and light bow cavalry units may move one, two, three, or four hexes and battle.



The example above shows the movement rates of mounted units and leaders. All the units in the example (except the leader by himself) may battle after moving their full movement rate.

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- Barbarian chariot units may move one, two, or three hexes and battle. Barbarian chariot units are classed as Light mounted units for the purposes of being ordered to move and taking hits.
- Medium cavalry units may move one, two, or three hexes and battle.
- Camel and cataphracted camel units may move one, two, or three hexes and battle. All Camel units are classed as Medium mounted units for the purposes of being ordered to move and taking hits.
- Heavy cavalry and heavy cataphracted cavalry units may move one or two hexes and battle.
- Elephant units may move one or two hexes and battle. Elephant units are classed as Heavy mounted units for the purposes of being ordered to move and taking hits.
- Heavy chariot units may move one or two hexes and battle. Heavy chariot units are classed as Heavy mounted units for the purposes of being ordered to move and taking hits.

Leader Movement

A leader may move one, two, or three hexes when moving alone. A leader moving alone may move through hexes occupied by friendly units and leaders, but cannot end movement in a hex already occupied by another friendly leader. A leader may not move onto or through a hex occupied by an enemy unit or enemy leader except to attempt escape (page 16).

A leader may only be ordered to move once per turn. A leader that is ordered does not have to move (unless attached to an ordered unit that is moved).

Ordered leaders may move from one section of the battlefield into another section. A leader may never move off the short sides of a battlefield or the long sides of the battlefield, top or bottom, unless allowed by Battle Special Rules. ***Exception:*** Leader Evade and Escape (page 16).

Only one leader may occupy a hex (however moving through a hex is not considered occupying that hex). A leader in the same hex with a friendly unit at the start of the player's turn is said to be "attached" to the unit. If the unit is ordered to move, the attached leader must move with it to the same hex. Note that only one order is required to order a unit with an attached leader.

When a Section Command card, the Order Mounted Troops or the I am Spartacus Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. Section cards, the Order Mounted Troops Command card and the I am Spartacus card have a helmet symbol to remind players that one or more attached leaders may be ordered to move separately when playing these cards. Each attached leader detached from its unit and moved separately costs one order. The remaining orders on the Command card may be used to order units (including the one from which a leader was detached), or unattached leaders. Note that a leader may not detach from a unit when a 'Leadership' Command card is played.

An ordered leader may detach from one unit that has not yet moved, and then move and attach to another unit. When a leader moves onto a hex with another unit, the unit he attaches to is not automatically ordered. The newly attached leader may not move with the unit he has just joined, and even if the unit itself has been ordered, it can now move no further (it can still battle however).

PLAY NOTE: Timing is important when detaching and attaching leaders. Once an ordered unit with an attached leader moves, the attached leader cannot be ordered to detach. Once a moving leader attaches to a new unit, the new unit may not move if ordered, but the unit (and its attached leader) may Battle in place. As an example, the owning player selects an Order Three Units Center Command card and orders a heavy infantry unit, its attached leader and a heavy cavalry unit in the center section. The heavy cavalry unit is moved first and moves adjacent to an enemy unit. The attached leader moves second, detaches from the heavy infantry unit, and moves onto the hex with the heavy cavalry unit where the leader ceases movement and attaches to this unit. Had the heavy Infantry unit moved second, the attached leader would have been required to move with it and could not detach after moving. The heavy infantry unit moves third. The ordered heavy cavalry unit and attached leader may now battle. The ordered heavy infantry unit could battle if adjacent to an enemy unit.

9. BATTLE

Battles are checked and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's battle entirely before beginning the next one.

- A unit that is ordered does not have to battle.
- A unit may normally battle only once per turn. *Note: In some situations, a unit may make a Momentum Advance after a successful Close Combat and then make a bonus Close Combat attack (see Special Actions—Momentum Advance).* This advance and bonus combat must be completed before beginning another battle.
- A unit may not target and split its battle dice between several enemy units.

The number of casualties a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength. ***Exception:*** Warriors battle with more dice at full strength.

There are two types of battle:
- Ranged Combat
- Close Combat

An ordered unit may only engage in one type of battle when ordered, even if it is capable of both types of battle.

Note again, combat sequence is purely at the owner's choice and he may freely switch between Ranged Combat and Close Combat from one unit to the next during the battle phase.

Both types of battle are optional. Ordered units do not have to engage in Close Combat, even when adjacent to enemy units. Exception: Warriors units (page 9).

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10. RANGED COMBAT (FIRE)

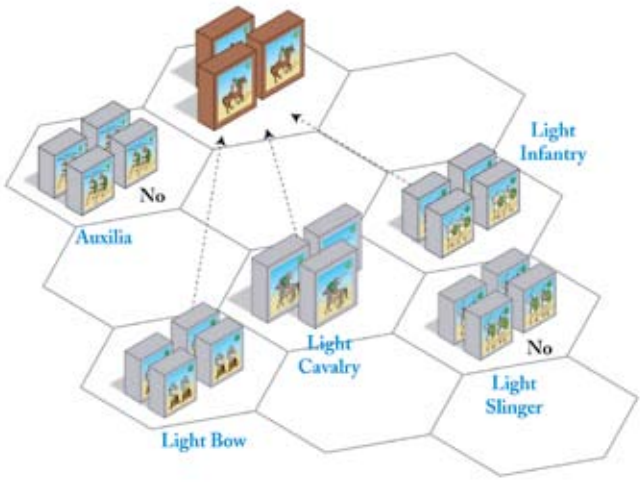
Only units armed with missile weapons may engage in this type of combat. Heavy war machine units are missile capable. Most green circle symbol units (whether or not they have a white border) have missile weapons. Only Light barbarian Chariots do not. Other types of units may be designated as capable of ranged fire in Scenario Special Rules.

A unit with missile weapons battling an enemy unit more than 1 hex away is said to conduct Ranged Combat (fire) at that enemy unit (the "target unit"). In Ranged Combat, the target unit must be within both range and line of sight of the firing unit.

- Ranged Combat may not be used against an adjacent enemy unit.
- A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit. If it chooses to battle in this case, the unit must Close Combat an adjacent enemy unit.
- A target unit may not Battle Back after a Ranged Combat attack (see Battle Back).
- A target unit may not Evade a Ranged Combat attack.

Ranged Combat (Fire) Procedure

1. Announce firing unit
2. Check Range
3. Check Line of Sight
4. Determine terrain battle dice reduction
5. Resolve Battle
6. Score Hits
7. Apply Retreats



EXAMPLE OF RANGED COMBAT: All Roman units are ordered. The light bow unit fires at a range of three hexes, while the light cavalry and light infantry units have a range of two. The light slinger unit may not fire because its LOS is blocked by friendly units. Assuming none of the units have moved, they would each get two dice to use in Ranged Combat. If any of these units had moved they would roll one die in Ranged Combat. The auxilia unit may not fire, because it is adjacent to an enemy unit. It could close combat the enemy cavalry unit before or after any of the other unit's ranged fire. Or, if the enemy cavalry unit is destroyed or retreated by the other units' ranged fire, and the auxilia unit has not attacked in close combat, it could then possibly use ranged fire.

1. Announce Firing Unit: announce the ordered unit you want to fire with and its target unit.

NOTE: Each Ranged Combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's Ranged Combat entirely before beginning the next unit's battle. Regardless of the number enemy units in range, each Ranged Combat is conducted by one eligible, ordered unit against one enemy unit in line of sight and in range. Multiple Ranged Combats against one enemy unit must be made and resolved one at a time.

2. Check Range: verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit's hex but not the firing unit's hex.

RANGED WEAPON UNIT	RANGE
Light infantry, light cavalry, auxilia	2 hexes
Light bow infantry and light slinger infantry	3 hexes
Light bow cavalry	3 hexes
Heavy war machine	6 hexes

3. Check Line of Sight: verify that your target is within line of sight. A unit must be able to "see" the enemy unit it wants to fire at. This is known as having "line of sight."

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe), some terrain features and the edge of the battlefield. The terrain in the target unit's hex does not block line of sight.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.

4. Determine terrain battle dice reduction (if any): Reduce the number of battle dice rolled accordingly. Terrain battle dice reductions are described in the section on Terrain.

5. Resolve Battle: roll battle dice and resolve resulting dice rolls. The number of dice rolled depends upon whether or not the unit held its position (did not move) before firing. **If the unit did not move prior to firing, it may use 2 dice in Ranged Combat; if it moved, it may only use 1 die.**

Exceptions:

- An auxilia unit that moves two hexes cannot use Ranged Combat.
- A Heavy war machine unit that moves cannot use Ranged Combat.

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- A light barbarian chariot unit cannot use Ranged Combat at any time.

6. Score Hits on Units: the unit firing scores 1 hit for each dice symbol rolled that matches the unit type targeted.

- A green circle will score one hit on units with a green circle symbol (with or without a white border).
- A blue triangle will score one hit on units with a blue triangle symbol (with or without a white border).
- A red square will score one hit on units with a red square symbol (with or without white border).

A flag does not score a hit but may cause the unit to retreat (see Retreat).

If the attacking unit rolls a leader symbol (leaders affect Close Combat but not Ranged Combat), sword symbol, or a unit symbol that does not match the target unit, the Ranged Combat has missed its target and has no effect.

Effect of Ranged Combat hits on Units: For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, you collect a Victory Banner block. If a player rolls more hits than the number of pieces in the enemy unit, these additional hits have no effect.

Hits on Leaders: see Leader Casualty Checks.

7. Apply Retreats: See Retreat Section

11. CLOSE COMBAT

A unit battling against an adjacent enemy unit is said to be in Close Combat with the enemy unit. A unit adjacent to an enemy unit must Close Combat the adjacent enemy unit if it chooses to battle. It cannot use Ranged Combat (fire) against the adjacent enemy unit or any other enemy unit within range.

Close Combat Procedure

1. Announce Close Combat
2. (possible) Evade (defender choice: see Evade rules)
3. Determine terrain battle dice reduction (if any)
4. Attacker rolls battle dice
5. Attacker applies hits
6. Apply Retreats
7. Possible Momentum Advance and bonus Close Combat (see Momentum Advance)
8. Battle Back. The defender in some situations may Battle Back. If Battle Back occurs, the defender applies any hits and resolves retreats on the original attacking unit.

1. Announce Close Combat: Announce to your opponent which ordered unit is going to attack in Close Combat and the enemy unit it is attacking. A unit must be adjacent to an enemy unit to engage in Close Combat.

NOTE: Each Close Combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's Close Combat entirely (including any Momentum Advance, Bonus Close Combat, and opponent's Battle Back) before beginning the next one. Regardless of the number of friendly and enemy units adjacent to each other, each Close Combat is conducted by one eligible, ordered unit against one adjacent defending enemy unit. If more than one ordered unit is adjacent to the defending enemy unit, each ordered Close Combat attack is resolved separately.

2. Evade: Some defending units are eligible to Evade. This allows them to move away from the attacking unit, modifying the Close Combat resolution (see Special Actions—Evade).

3. Determine terrain battle dice reduction (if any): Reduce the number of battle dice rolled accordingly. Terrain battle dice reductions are described in the section on Terrain.

4. Attacker Rolls Battle Dice: Roll battle dice and resolve resulting dice rolls. The number of battle dice a unit rolls in Close Combat is determined by its unit type.

Foot Unit Combat

- Light infantry, light sling infantry, and light bow infantry units may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with 2 battle dice. These units do not score a hit if they roll a sword symbol in Close Combat.
- An auxilia infantry unit may either stay in position or move one hex and Close Combat an adjacent enemy unit with 3 battle dice. If the unit moves two hexes, it may not Close Combat. Although an auxilia is classed as a light unit, it does score a hit if it rolls a sword symbol in Close Combat.
- A medium infantry unit may either stay in position or move one hex and Close Combat an adjacent enemy unit with 4 battle dice.
- A warrior infantry unit may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with 3 battle dice. Note that a warrior unit's normal movement is only one hex, but it may move two hexes when "charging" into a Close Combat attack against an enemy unit. A warrior unit that moves two hexes must then battle in Close Combat (if any possible targets remain). A warrior unit at full strength Close Combats with 1 additional battle die and may ignore one flag rolled against it. A warrior unit loses these bonuses after its first block is lost, but this only takes effect when the unit is either attacked again by another enemy unit or is ordered to battle during its own side's turn. Note, the key point here is that a full strength warrior who loses blocks in a close combat but is entitled to Battle Back may roll 4 dice against the attacker who inflicted the first casualties. In subsequent attacks, either in this turn or any that follow, the warrior unit will only close combat with 3 dice.
- A heavy infantry unit may either stay in position or move one hex and Close Combat an adjacent enemy unit with 5 battle dice.

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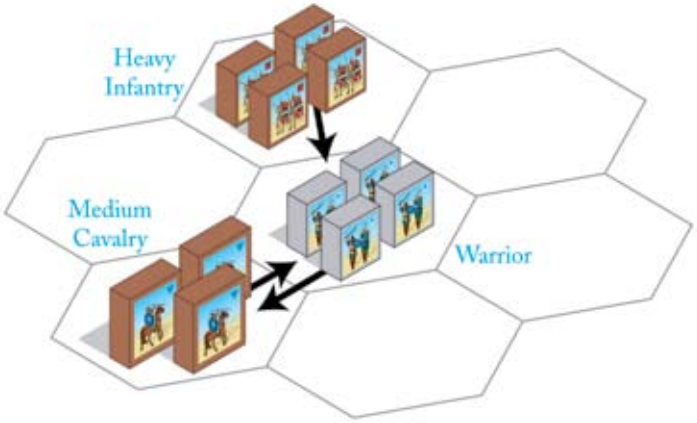
- A heavy war machine unit may stay in position and Close Combat an adjacent enemy unit with 2 battle dice. A heavy war machine unit does not score a hit on a sword symbol in Close Combat. A heavy war machine unit may not move and Close Combat.

Mounted Unit Combat

- Light cavalry and light bow cavalry units may either stay in position or move one, two, three, or four hexes and Close Combat an adjacent enemy unit with 2 battle dice. These units do not score a hit on a sword symbol in Close Combat.
- Light barbarian chariot units may either stay in position or move one, two or three hexes and Close Combat an adjacent enemy unit with 2 battle dice. A barbarian chariot unit at full strength Close Combats with 1 additional battle die and may ignore one flag rolled against it. A barbarian chariot unit loses these bonuses after its first block is lost, but this only takes effect when the unit is either attacked again by another enemy unit or is ordered to battle during its own side's turn. As with warriors, the key point here is that a full strength barbarian chariot that loses blocks in a close combat, but is entitled to Battle Back, may roll 3 dice against the attacker who inflicted the first casualties. In subsequent attacks, either in this turn or any that follow, the barbarian chariot unit will only close combat with 2 dice.
- A medium cavalry unit may either stay in position or move one, two, or three hexes and Close Combat an adjacent enemy unit with 3 battle dice.
- A heavy cavalry unit (regular or cataphracted) may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with 4 battle dice. A heavy cataphracted cavalry unit may ignore one sword hit rolled against it in Close Combat.



WARRIOR EXAMPLE: A player orders two unsupported units (a medium cavalry unit, and a heavy infantry unit). They are adjacent to an unsupported full-strength enemy warrior unit. The player chooses to conduct Close Combat against the warrior unit, using the medium cavalry first. The cavalry unit rolls three dice and scores one blue triangle hit and one flag. The warrior unit loses one block, but chooses to ignore the flag so that it can Battle Back. The warrior unit still rolls four dice (even though a block was lost in this combat) because it started this combat at full strength. The warriors roll one sword and one flag, scoring a block loss on the medium cavalry, and forcing it to retreat 3 hexes. The first Close Combat is finished.

Because the Warrior unit is no longer at full strength, the warriors will not be able to ignore the first flag and must battle with only three dice in all subsequent combats. The heavy infantry unit now engages in Close Combat against the warrior unit, rolling five dice and scoring one sword hit, one blue triangle hit, and one flag. The warrior unit loses two more blocks and must retreat 2 hexes because the flag cannot be ignored. The victorious heavy infantry unit may choose to Momentum Advance onto the vacant hex after the successful Close Combat.

Camel Unit Combat

A camel unit (regular or cataphracted) may either stay in position or move one, two, or three hexes and Close Combat an adjacent enemy unit with 3 battle dice. When Battling Back in Close Combat (or from play of the First Strike card), a camel unit will only roll 2 battle dice. A cataphracted camel unit may ignore one sword hit rolled against it in Close Combat.

Camels vs. Cavalry and Chariots: Horses do not like the scent of camels, hence the following rules. When a cavalry or chariot unit is in Close Combat with a camel unit, the camel unit may ignore one blue triangle hit. If a cavalry or chariot unit is forced to retreat when in battle with a camel unit, it must retreat one additional hex for each flag rolled by the camel unit.

Heavy Chariot Combat

A heavy chariot unit may either stay in position or move one or two hexes and then Close Combat an adjacent enemy unit with 4 battle dice. When Battling Back in Close Combat (or from play of the First Strike card), a heavy chariot unit will only roll 3 battle dice. A heavy chariot unit may ignore one sword hit rolled against it in Close Combat.

Elephant Combat

- An elephant unit may either stay in position or move one or two hexes and then Close Combat an adjacent enemy unit. In Close Combat, an elephant unit will roll the same number of battle dice as the unit it is attacking would normally roll against the elephant.
- When an elephant unit Battles Back after being attacked in Close Combat it will roll the same number of dice as the unit which made the attack on the elephant unit normally rolls. (The elephant does not use any "bonus" die that the attacking unit receives.)

Special Situations:

Elephant against elephant—roll 3 dice.

Elephant against a leader—roll 1 die.

Elephant against a warrior unit—roll 3 dice.

Elephant against a heavy chariot unit—roll 3 dice.

Elephant against a camel unit—roll 3 dice.

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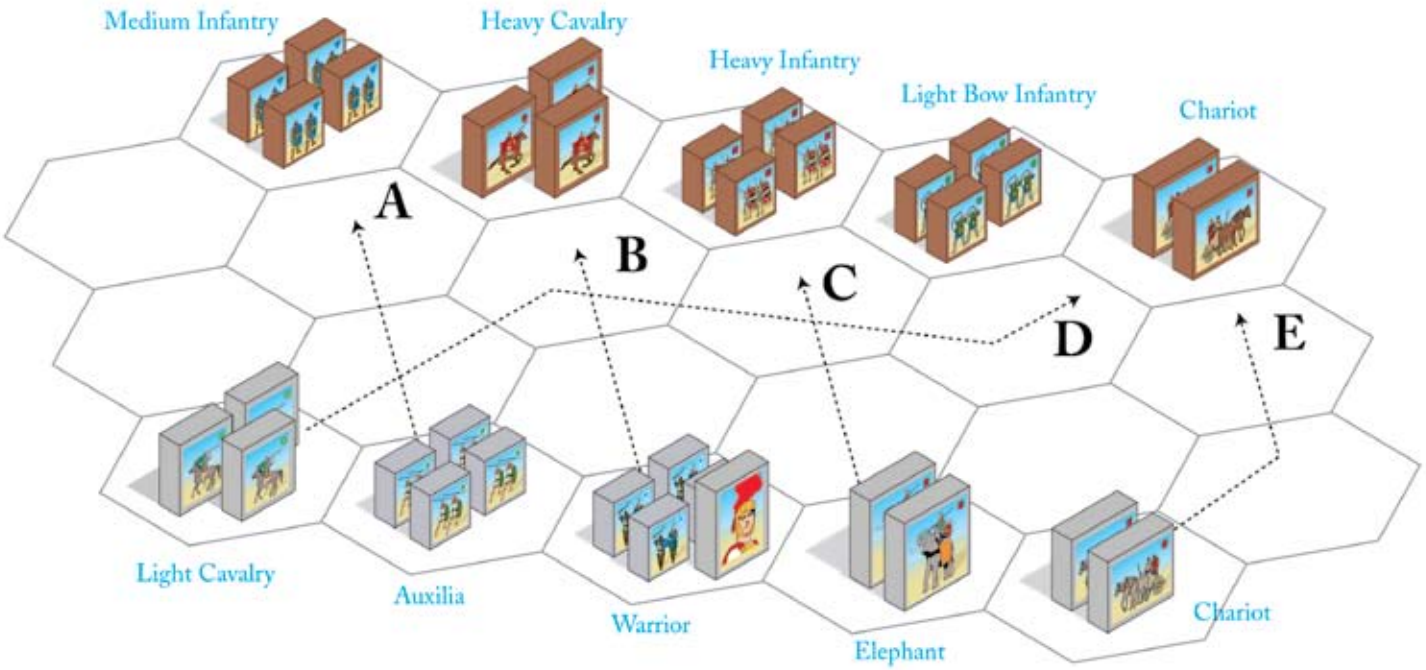
- A leader does not modify an elephant unit's Close Combat dice (helmets do not score hits).
- Each sword symbol an elephant unit rolls in Close Combat scores 1 hit. Furthermore, each battle die producing a sword hit is rolled again for possible additional symbol hits, sword hits, or flag results. *Play Note: In other words, keep rolling that die until a sword hit is no longer obtained!* Take care to track the total number of flags and hits scored as you make additional rolls. All hits and retreats scored are applied only after the extra rolls have been completed.

However, if the elephant is attacking a unit that, due to terrain or its own ability, can ignore sword hits, you do not re-roll them.

Thus, if an elephant is attacking a Foot unit in a fortified camp (which can ignore one flag and one sword), the "first" sword the elephant rolls is not a hit and is not re-rolled. If the elephant rolls



EXAMPLE OF CLOSE COMBAT: The Roman player has used an 'Inspired Leadership' command card to order the five Roman units shown above. All moves are completed before any Close Combat is conducted. Note that the movement routes shown above require moving the light cavalry first (otherwise it could not have moved through hexes B and C). For this example, the defending units eligible to Evade will not. Units will also ignore any flag results that can be ignored. The Carthaginian player hopes to Battle Back.

***A:** The auxilia unit moved two hexes so it may not engage in Close Combat. An alternate would have been to move the auxilia only one hex and conduct Ranged Combat with one die.*

***B:** The warrior unit moves two hexes and must battle either the enemy heavy cavalry unit or the heavy infantry unit. The Roman player chooses the heavy cavalry unit. His warrior unit is at full strength, so he rolls 4 dice. He will score hits on red squares, swords, and leader symbols (because a leader is attached). Two or more flags rolled will force a retreat. Note that forcing a unit to retreat is one of the primary advantages gained by attacking first in Close Combat. If the defending unit is forced to retreat it may not battle back. The warriors score 2 hits but no flags! The heavy cavalry loses two blocks, but survives and may Battle Back with 4 battle dice. It will score hits with blue triangles and swords, but will need four flags to force a retreat.*

***C:** The elephant can battle the heavy infantry with 5 battle dice, or the light bow infantry with 2 dice. Sensing a chance to destroy the heavy infantry, the Roman player targets that unit, and rolls 5 dice. He will obtain hits with red squares and swords only (Leaders confer no benefits on Elephants in Close Combat, so the helmet symbols do not count). The elephant will force a retreat with two or more flags. The result is 1 red square hit, 2 sword hits, and 1 flag. The elephants re-roll the 2 dice that produced the sword hits, but with no further hits or flags. The heavy infantry loses 3 of its 4 blocks to satisfy the red square and sword hits. The Carthaginian player chooses to ignore the retreat from the flag because the heavy infantry is supported (there are two adjacent friendly units). The heavy infantry holds and battles back with 5 dice (even though only 1 block survived). The Carthaginian unit will hit only on red squares (sword hits have no effect on elephants), and any flag will cause elephant rampage and retreat.*

***D:** The light cavalry will battle the light bow infantry and will score hits only with green circles (swords do not cause hits), and will cause retreats with two flags. The defending light bow unit can choose to ignore one flag because it is supported, and if it does not retreat, it will Battle Back with two dice, scoring hits only with green circles, or retreats with two or more flags.*

***E:** The heavy chariot unit battles the Carthaginian heavy chariot unit with 4 dice. It will hit on red squares and swords, and will cause a retreat with any flags (the chariots are not supported and have no leader to bolster morale). The defending chariot can ignore one sword hit, and if able to battle back, will roll 3 dice.*

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2 or more sword hits, those beyond the first do count as hits and are re-rolled. Since Elephants ignore all sword hits, if an Elephant was attacking another Elephant, any sword hits rolled would be ignored. (No re-roll.)

EXAMPLE: An elephant unit attacks an unsupported full-strength light infantry unit that chooses not to Evade. The elephants roll two dice because they are in Close Combat with a light infantry unit. The elephant unit scores one green circle hit and one sword hit. The die producing the sword hit is re-rolled and produces another sword hit. This die is rolled for a third time, producing a flag result. The die may no longer be re-rolled, and the damage to the light infantry unit is tallied: one green circle hit, two sword hits, and one retreat flag. The thoroughly beaten light infantry unit loses three of its four blocks and must retreat its maximum movement allowance of two hexes. The elephant unit may now Momentum Advance onto the vacated hex.

- An Elephant unit ignores all sword hits rolled against it in Close Combat.
- An Elephant unit will not receive close combat or morale benefits from an attached leader or close combat benefit from a leader in an adjacent hex.

Elephants vs. Cavalry and Chariots: Horses were easily frightened by elephants in battle, hence the following rules: When a cavalry or chariot unit is in Close Combat with an elephant unit, the elephant unit may ignore one red square hit and one flag. If a cavalry or chariot unit is forced to retreat when in battle with an elephant unit, it must retreat one additional hex for each flag rolled by the elephant unit.

Leaders in Close Combat

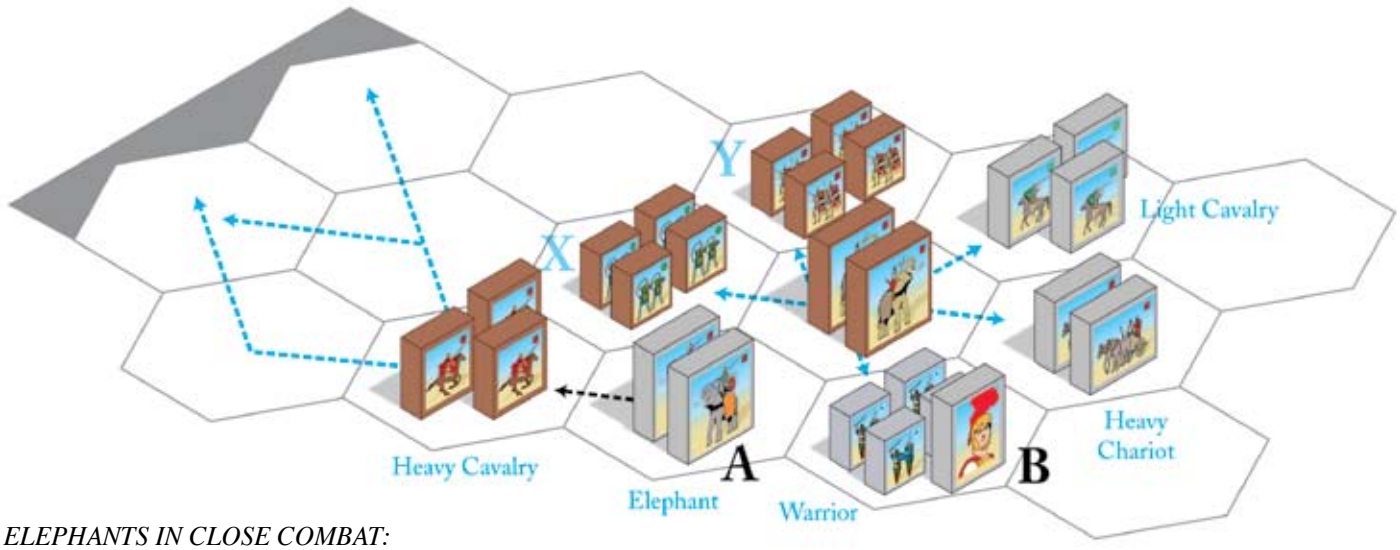
Leaders engage in combat somewhat differently from units. A leader may not battle if he is alone in a hex. However, a leader will inspire attached or adjacent friendly units which are attacking or Battling Back in Close Combat. If a friendly leader is attached to or adjacent to the battling unit, the unit scores a hit for each leader helmet symbol rolled on its battle dice, regardless of the type of unit being attacked.

Exception: A leader does not modify an elephant unit's Close Combat dice.

Score Hits

In Close Combat, the unit attacking scores 1 hit for each die symbol rolled that matches the target unit. It does not matter whether or not the symbol has a white border.

- A green circle will score one hit on units with any kind of green circle symbol.



ELEPHANTS IN CLOSE COMBAT:

***A:** In battle A the elephants have attacked the heavy cavalry and inflicted one flag result. Heavy cavalry units normally retreat 2 hexes but if attacked by elephants they retreat 3 hexes. The image above shows some of the retreat path options. Because it cannot retreat one of its hexes it will lose one block. The Roman elephant unit chooses to Momentum Advance onto the vacated hex, and chooses not to take a bonus Close Combat.*

***B:** In battle B the Roman warrior unit inflicted two flag results on the Carthaginian elephant and so it must Rampage and then retreat two hexes. Note that the two friendly units behind the elephant do not provide support (bolster morale) because elephant units cannot receive support—only provide it. First it Rampages against all adjacent hexes—five units in this case. The Roman player rolls two dice each for possible loss of the units in hexes X and Y, while his opponent rolls for the three Roman units still adjacent the rampaging elephant. (Note that the Roman elephant shown in the example has already Momentum Advanced into the hex it attacked, and thus avoids the elephant rampage.) If the Roman warrior unit is hit the leader attached must make a leader loss check. After rolling for all five hexes the elephant unit is retreated. Since its retreat path is blocked, it remains in place and the two friendly blocking units will suffer two hits each (one for each hex the elephant could not retreat). The Carthaginian elephant may now battle back against the warrior unit.*

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- A blue triangle will score one hit on units with any kind of blue triangle symbol.
- A red square will score one hit on units with any kind of red square symbol.
- One hit is scored in Close Combat for each sword symbol rolled (with some exceptions).
- One hit is scored in Close Combat for each leader helmet symbol rolled, if a friendly leader is attached to or adjacent to the unit that is battling, regardless of the type of unit being attacked. Exception: elephant units do not receive this leader benefit in Close Combat.
- A flag does not score a hit, but may cause the enemy unit to retreat (see Retreat).

Exceptions:

- War machine units and green circled units without a white border (light infantry, light sling infantry, light bow infantry, light cavalry, and light bow cavalry units), do not score a hit on a sword symbol in Close Combat.
- Chariot units ignore one sword hit in Close Combat.
- Elephant units ignore all sword hits in Close Combat and ignore one red square hit from cavalry or chariot units in Close Combat.
- A leader does not modify an elephant unit's Close Combat dice.
- Camel units ignore one blue triangle hit from cavalry or chariot units in Close Combat.
- Cataphracted camel units ignore one sword hit and one blue triangle hit from cavalry or chariot units in Close Combat.
- Cataphracted heavy cavalry units ignore one sword hit in Close Combat.

Effect of Close Combat Hits on Units

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, the unit has been eliminated and you collect a Victory Banner block. If a player rolls more hits than the number of blocks remaining in the enemy unit, the additional hits have no effect.

Hits on Leaders—see Leader Casualty Checks

6. Apply Retreats: See Retreat Section

7. Possible Momentum Advance and Bonus Close Combat: see Momentum Advance

8. Battle Back: In Close Combat, the defending enemy unit may Battle Back against the attacking unit if one or more of the defending unit's blocks survived the Close Combat attack and the defending unit did not retreat from its hex.

If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if the retreat move leaves the unit in a hex that is still adjacent to the attacking unit.

If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield after taking losses (see Retreat).

During a Battle Back, the unit determines any terrain battle dice reduction, and resolves Battle Back (roll battle dice and apply hits and retreats) in the same manner as the attacker.

Special Situations:

- Elephant Battle Back against elephant—roll 3 dice.
- Elephant Battle Back against a warrior unit—roll 3 dice.
- Elephant Battle Back against a heavy chariot unit—roll 3 dice.
- Heavy Chariots roll 3 dice in Battle Back.
- Camels and cataphracted camels roll 2 dice in Battle Back.

12. RETREAT

Retreats are resolved only after any hits have been resolved by removing blocks from the affected unit. For each flag rolled against the target unit, the unit must move one movement back toward its own side of the battlefield. A movement is the maximum number of hexes a unit may move when given an order.

Exceptions: Warriors retreat 2 hexes. Elephants and auxilia retreat 1 hex.

EXAMPLE: a light horse unit incurring one flag against it would retreat its maximum move of 4 hexes. If two flags were rolled against it, the light horse unit would have to retreat 8 hexes! A light infantry unit would retreat 2 hexes for each flag rolled against it. If three flags were rolled against the light infantry unit, it would have to retreat six hexes.

The player controlling the unit decides which hex the unit retreats onto, using the following rules:

- A unit must always retreat toward its controlling player's side of the board, regardless of what direction the attack came from. Units may never retreat sideways.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating unit may move onto and through a forest or a fordable river, etc., without stopping. However, impassable terrain blocks retreat.
- A unit may not retreat onto or through a hex already containing another unit (regardless if friend or foe).
- An attached leader must retreat with its unit if the unit is forced to retreat.
- A unit without an attached leader may retreat onto a hex that contains an unattached friendly leader (i.e. a leader alone in a hex). The leader is immediately attached to that unit and the unit's retreat stops in the leader's hex. The unit ignores any additional retreat movement.
- If a unit cannot retreat because its retreat path is occupied by units (regardless if friend or foe), an enemy leader that is alone in a hex, or it is forced to retreat off the battlefield or onto a hex that has impassable terrain, one block must be removed

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from the unit for each hex of the mandated retreat movement that the unit cannot fulfill. If a unit can retreat legally (first bullet) without taking block losses, it must take this retreat path Instead of one where block losses occur.

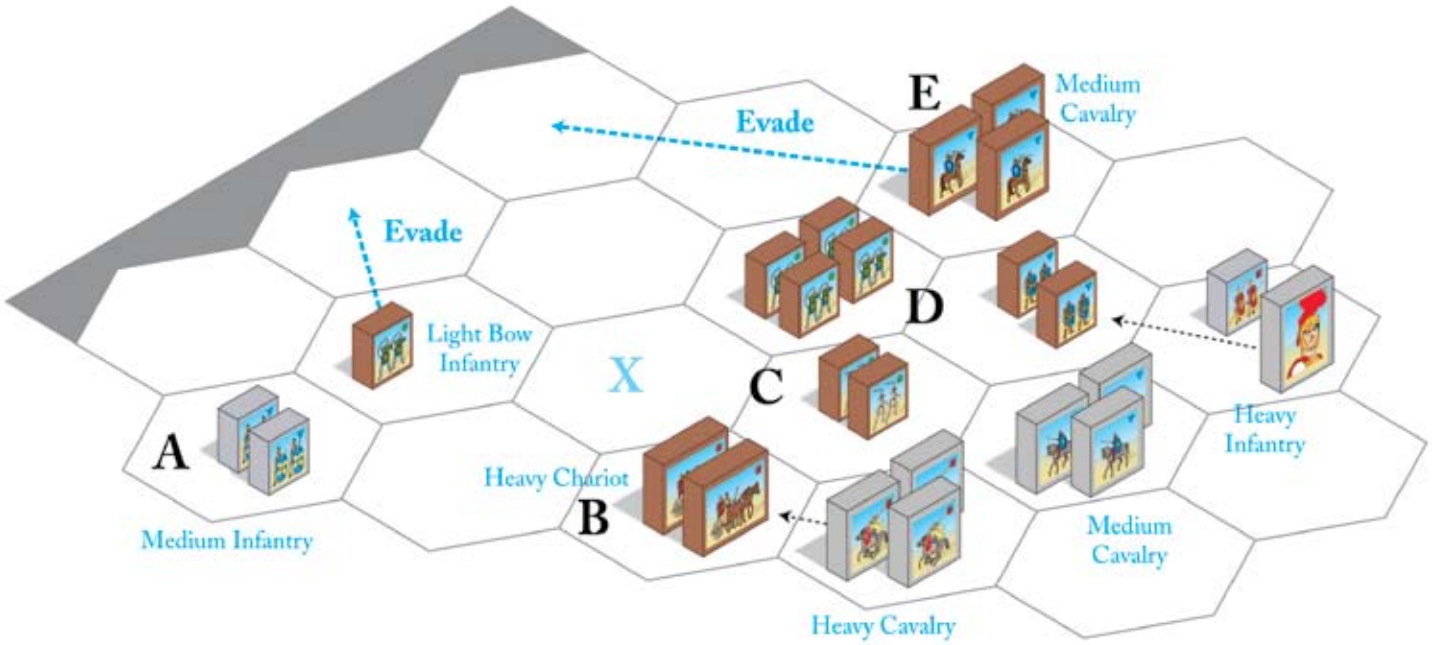
EXAMPLE: if a light infantry unit must accept a retreat result when it is on its own baseline, its retreat should be 2 hexes. However, because it is at the edge of the battlefield, it cannot make any retreat movement and therefore must lose two blocks —one block for each retreat hex it cannot fulfill.

Bolster Morale

Some situations allow a unit to disregard one or more flags rolled against it. If more than one of the following situations applies, the effects are cumulative. A unit in such a situation may choose to disregard flags each time it is attacked.

- A unit may disregard one flag when a leader is attached to the unit (leader is in the hex with the unit). If the unit loses one or more blocks, the leader must survive the leader casualty check for the unit to ignore one flag.
- A unit may disregard one flag when supported by two friendly units. Support units may be in any two hexes that are adjacent to the unit.
- A leader, when alone in a hex, may act as an adjacent support unit and can provide support just as a unit does.
- Some terrain allows a defending unit on the terrain to disregard one flag (see Terrain).
- Full-strength warrior units may disregard one flag result.
- Elephants may act as a support unit, but may not receive support from units or leaders.

Note that disregarding a flag result is purely a matter of choice. The owning player may decide he wishes to accept a flag result (which could take his unit out of danger). If more than one flag result can be ignored, the owning player can choose to ignore one (or more) and accept one (or more), but, if he accepts a flag result, he must retreat the full amount that each flag would normally cause. *EXAMPLE, a medium cavalry unit with an attached leader and bolstered morale receives 2 flag results from*



EXAMPLE OF EVADE AND BATTLE

***A:** The medium infantry unit attempts to battle the light bow infantry unit (both units are reduced), but the defending unit Evades instead. The Roman player rolls 4 dice but only green circle symbols will hit. If the evading unit survives, it must be moved 2 hexes towards its battlefield edge. In this case it can only Evade one hex (which is allowed if there is no alternative).*

***D&E:** The heavy infantry unit with an attached leader conducts Close Combat against hex D. Even though the heavy infantry unit has only one block left it still battles with 5 dice. The result is 1 hit and 1 helmet-enough to eliminate the unit. The heavy infantry unit and leader advance, and then make a bonus Close Combat against hex E. The cavalry unit evades. Before the Evade movement is carried out, the Roman player gets to roll 5 dice, but will only hit on blue triangle symbols.*

***B&C:** The heavy cavalry unit (4 battle dice) Close Combats the chariot unit and forces it to retreat (chariots may not Evade against cavalry). The heavy cavalry unit can now make a Momentum Advance through the vacated hex and onto hex X. From there it conducts a bonus Close Combat against the slingers in hex C who have no chance to Evade. The result of 4 dice is 1 hit and 1 flag, and since the slingers' retreat path is blocked, this is enough to eliminate the unit. The heavy cavalry unit could make another Momentum Advance onto the hex, but would not get the one additional hex or another bonus Close Combat this turn.*

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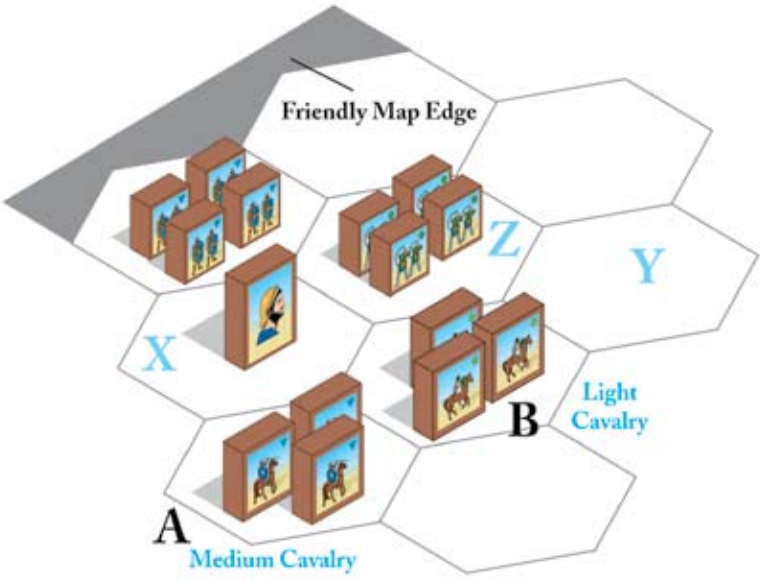
a ranged fire attack. The owning player sees that he faces close combat that may be dangerous, so he chooses to ignore one flag and accept the other. He must retreat the unit 3 hexes or suffer normal consequences for being unable to do so.

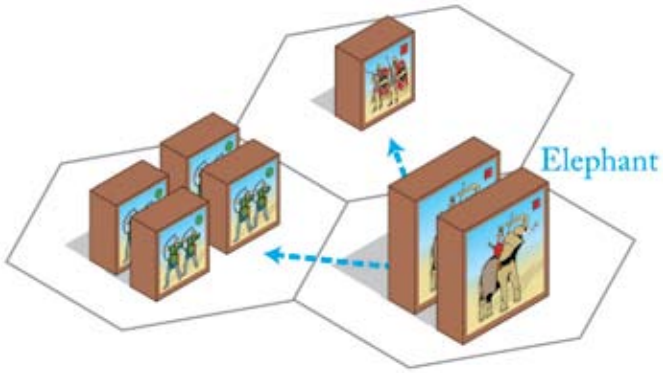
Elephant Retreat (Rampage)

An elephant, when it retreats, goes on a Rampage before it is moved back. All units and any leaders who are alone in adjacent hexes (friend and foe) must check to see if they are trampled. (This can include the attacker who prompted the Rampage!) Roll two dice for each adjacent hex with a unit or a lone leader. During a rampage, your opponent rolls for hits on your units, and you roll for hits on his units. A hit is scored when the symbol rolled matches the unit type. A leader helmet will eliminate a lone leader. If the leader is not hit on the rampage roll he must evade. All other symbols are ignored.

After the Rampage, the elephant completes its retreat movement. If the retreat path of an elephant unit towards its side of the battlefield is occupied by friendly units, enemy units, or a lone enemy leader, the elephant is not moved back and does not lose any blocks; rather, the units or enemy leader that occupy the hexes of the retreat path must each lose one block for each hex of its retreat that the elephant was unable to fulfill. A lone enemy leader is removed without a leader casualty check and counts as a Victory Banner. (A lone friendly leader does not block the elephant's retreat. The elephant unit would move onto the hex with the lone friendly leader and cease further retreat. This is the only case where a leader can influence an elephant.)



EXAMPLE OF RETREATS: The medium cavalry unit in hex A has been attacked and has two flags rolled against it. The medium cavalry unit may ignore one flag because it is supported, but must still retreat 3 hexes. Fortunately, the first hex (X) contains a leader by himself, which attaches to the retreating unit and stops its retreat. The light cavalry in hex B is attacked and has two flags rolled against it. The light cavalry unit may ignore one flag because it is supported, but must still retreat 4 hexes. Because its retreat path is occupied by friendly units, it must lose all three blocks—one for each hex it could not retreat, since hexes X and Z are occupied by friendly units. The three-block loss eliminates the unit. Note that it could not retreat to hex Y because a retreat must always proceed in the direction of the unit's battlefield edge.



ELEPHANT RETREAT EXAMPLE: An elephant unit is attacked and two flags are rolled against it. After the Rampage roll, the elephant unit must retreat 2 hexes, but two units occupy the elephant's retreat path, a unit with one block and a full-strength unit. The elephant therefore will not retreat from its hex. Instead each unit in its retreat path must lose two blocks—one for each retreat hex the elephant cannot complete. The unit with one block is eliminated and the other unit must lose two blocks, gaining a victory banner for the opponent.

PLAY NOTE: Since scenarios end the instant the final Victory Banner is gained, a situation when an Elephant rampages or retreats could set up a victory dilemma, because it is possible that units from both sides are eliminated during a Rampage or an elephant retreat. The order of elephant rampage rolls is determined by the player that caused the Rampage. Resolve the Rampage die rolls, and award any Victory Banners one at a time for units eliminated by the Rampage. Using this procedure, a Rampage cannot cause a draw. When an elephant's retreat path is blocked by units from both sides, remove all retreat losses at the same time and award any Banners which may occur as a result of the losses. If both sides gain a final Victory Banner as a result of these loses, the battle ends in a draw.

13. SPECIAL ACTIONS

Evade

When being attacked in Close Combat, the defender may announce the unit is going to Evade instead of staying and fighting in Close Combat. *Note: An attacking unit may not Evade if the defender Battles Back.* If the die roll against the evading unit eliminates the evading unit one Victory Banner is gained.

The attacking unit determines and rolls the proper number of Close Combat battle dice against the evading unit before it Evades, but only symbols that match the evading unit will score a hit. All other unit symbols, leader, swords, and flags rolled are ignored.

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If the evading unit receives a hit and has an attached leader, a leader casualty check is made to see if the leader is hit, using normal rules.

Evade Eligibility: The following units may Evade:

- Light units (light infantry, light sling infantry, light bow infantry, light cavalry, light bow cavalry, barbarian chariot) may always Evade.
- War machine units may (almost) always evade. See War Machine Evade.
- A leader must Evade if he is alone in a hex (see Leader Evade).
- Medium cavalry, camel and cataphracted camel units may Evade all foot and heavy mounted units.
- Heavy cavalry, Heavy cataphracted cavalry and heavy chariot units may Evade all foot and elephant units.
- Auxilia, medium infantry, warrior, heavy infantry, and elephant units may never Evade.

Evade Procedure: An Evade movement is a 2 hex move towards the unit's own side of the battlefield. An Evade move of 1 hex is possible and is permitted, but only if it is the only possible hex available. A unit may not Evade if both hexes towards its side of the battlefield are occupied by impassable terrain hexes, units (regardless if friend or foe) or a lone enemy leader.

If the first hex a unit evades to includes a lone friendly leader, the unit stops in that hex and the leader is attached to the unit. (This counts as a legal Evade.)

An evading unit may not Battle Back, even when it ends in a hex that is adjacent to the unit making the attack.

The attacking unit may not occupy the defender's original hex, regardless of the result of the attacking unit's die roll on the evading unit. Even if the evading unit is eliminated by the attacking unit's die roll, the attacking unit may not enter the hex.

NOTE: Evasion is not simply "running away." Evading usually represents a fighting withdrawal that hinders the enemy advance, but at some risk to the unit.

War Machine Evade

The attacking unit rolls normally against the evading war machine unit. If the war machine unit is eliminated, the attacker gains a Victory banner. If not eliminated, the war machine unit executes a valid one or two hex evade move, and then the war machine unit is removed from the battlefield. The war machine crew has escaped and does not count as a Victory Banner.



Leader Evade

Leaders Evade somewhat differently from units. A leader's Evade movement is 1, 2, or 3 hexes back towards his own side of the battlefield.

When a leader is attached to a unit and the unit loses its last block by Ranged Combat or Close Combat, make a leader casualty check on the leader by rolling one die. To score a hit on the leader, you need to roll one leader symbol. If the leader is not eliminated, the leader must evade. If this occurs in Close Combat, the attacking unit may take a Momentum Advance because it eliminated the defending unit.

When a leader is alone in a hex (unattached), and is attacked by Ranged Combat or Close Combat, the unit attacking the leader determines the normal number of battle dice to roll. To score a hit and eliminate the leader, you need to roll one leader symbol. If the leader is not eliminated, he must evade. The attacking unit may not make a Momentum Advance after Close Combat against an unattached leader, whether the leader is eliminated or not.

When a leader Evades he must follow these rules:

- A leader's Evade movement is 1, 2, or 3 hexes back towards his own side of the battlefield. The player who controls the leader determines the number of hexes he will move, and which path he will take as he Evades.
- An Evading leader may move through friendly units, friendly units with an attached leader and friendly leader alone in a hex.
- A leader may not end his Evade movement in a hex that contains another friendly leader, impassable terrain, an enemy unit or enemy leader. However, a leader may Evade through a hex that contains a friendly unit or another friendly leader.
- An Evading leader may move through an enemy unit, but this is governed by the rules for Leader Escape.
- After completing his move, if the leader is on a hex with a friendly unit, he is considered attached to that unit.
- Units are not affected by a leader Evading through their hex.
- You may choose to Evade your leader off your side of the battlefield. This saves the leader from becoming a Victory Banner for your opponent but you lose a strong command piece by doing so.
- If the leader cannot Evade a minimum of one hex (due to Impassable terrain) the leader is eliminated and the opponent gains one Victory Banner.

Leader Escape

If enemy units occupy one or two hexes of a leader's designated Evade path, the evading leader must attempt to escape through those hexes.

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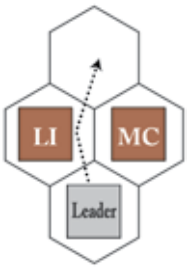
Leader Escape Procedure:

- Move the leader onto one of the enemy hexes. Allow the enemy unit in the hex to battle the leader. The attacking unit uses its normal number of Close Combat dice. The leader does not benefit from terrain.
- To score a hit on a leader trying to escape, you need to roll one leader symbol.
- If the leader is not hit, his escape is successful and he continues with his Evade move by moving onto the next hex. If this hex is also occupied by an enemy unit, the leader must again undergo the Escape procedure listed above. If his third hex of movement is also onto a hex with enemy units, he is eliminated and the opponent gains a victory banner.
- If the leader ends his Escape move on a hex with a friendly unit, he is attached to the unit.

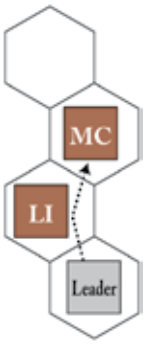
Examples of Leader Evade and Escape:



1) An enemy light infantry unit and medium cavalry unit occupy the two hexes behind a lone leader who must evade. The hexes behind these two enemy units are vacant. The leader chooses to evade through the hex with the light infantry because the opposing player will roll only two dice instead of the three dice the medium cavalry unit would roll. The opposing player rolls two dice and gets one sword hit and one red square. Since no helmet symbols were rolled, the leader successfully escapes and finishes the Evade move after moving one or two more hexes.



2) The hex behind a lone leader is vacant. The next hex is occupied by a medium cavalry unit. A friendly unit without a leader occupies the hex behind the medium cavalry unit. The leader could make a one hex Evade onto the vacant hex, but elects to Evade three hexes, ending on the hex with the friendly unit. Upon entering the second hex containing the medium cavalry unit, the Evade move is halted, and the opposing player rolls three dice, obtaining two flags and a green circle. Since no helmet symbols were rolled, the leader successfully escapes and continues the Evade move onto the third and final hex containing the friendly unit.



3) The only available Evade path has an enemy light infantry unit on the first hex and an enemy medium cavalry unit on the second hex. The evading leader moves onto the first hex and halts while the opposing player rolls two dice for the light infantry unit, obtaining a flag and a sword. The escape succeeds, but the leader now must undergo another escape attempt as the leader is moved onto the second hex. The opposing player rolls three dice for the medium cavalry unit, and obtains a blue triangle hit and two helmets. Only one helmet is needed, and the leader is removed, one hex short of safety. The opposing player earns one banner for the eliminated leader.

Momentum Advance

When an ordered unit attacks in Close Combat and eliminates or forces the defending enemy unit to retreat from the hex it occupies, it has conducted a successful Close Combat. The victorious attacking unit may advance (move) onto that vacated hex. This is referred to as a Momentum Advance, where the unit's momentum after the successful Close Combat carries it onto the vacated hex.

A Momentum Advance after a successful Close Combat is not mandatory. However, if the Momentum Advance is not taken, the victorious attacking unit forfeits the possible opportunity to make a bonus Close Combat, even if adjacent to other enemy units.

Cavalry Special Momentum Advance: A cavalry unit (light, light bow, medium, heavy or heavy cataphracted cavalry), after its initial successful Close Combat, may Momentum Advance into the vacated hex and then move one additional hex. All camels, chariots and elephants, while considered mounted units, are not cavalry and are not eligible for the additional one hex movement. This one hex additional move is optional and is not required to conduct a bonus Close Combat. After a successful bonus Close Combat a cavalry unit may only momentum advance onto the vacated hex.

The following situations do not allow Momentum Advance:

- If a defending unit Evades a Close Combat attack, the attacking unit may not claim a Momentum Advance onto the vacated hex.
- When a leader is alone in a hex and is attacked in a Close Combat, the leader must Evade. The attacking unit may not claim a Momentum Advance onto the vacated hex.
- A unit Battling Back is not eligible to take a Momentum Advance.
- A unit ordered by a 'First Strike' card is not eligible to Momentum Advance, but the unit targeted by the First Strike remains eligible for Momentum Advance and possible bonus Close Combat.
- Some terrain restrictions will prevent a Momentum Advance.
- A War Machine unit may never make a Momentum Advance.

Bonus Close Combat

After a successful Close Combat, some units that make a Momentum Advance are eligible to battle in Close Combat a second time. This bonus Close Combat is optional and making the Momentum Advance does not require an eligible unit to attack in Close Combat again.

The following units may choose to conduct a bonus Close Combat after a successful Close Combat and Momentum Advance:

- A warrior unit may make a bonus Close Combat after a Momentum Advance.

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- A non-warrior foot unit with an attached leader (except for War Machines) may make a bonus Close Combat after a Momentum Advance.
- A camel, cataphracted camel, cavalry, cataphracted cavalry, chariot, barbarian chariot or elephant unit may make a bonus Close Combat after a Momentum Advance.

Note, a cavalry unit on its initial successful Close Combat may Momentum Advance into the vacated hex and then move one additional hex—in any direction (including back to their original hex).

- Some terrain restrictions prevent a bonus Close Combat.

A unit that qualifies for a bonus Close Combat attack after a Momentum Advance may choose to battle any enemy unit in any adjacent hex. It does not have to battle the enemy unit that just retreated from the hex.

When a unit's bonus Close Combat is successful it may Momentum Advance into the vacated hex but may not battle again this turn. A cavalry unit on a successful bonus Close Combat may only move onto the vacated hex, it may not move the one additional hex. Some terrain restrictions prevent movement into the vacated hex

14. LEADERS

Leader Casualty Checks

There are a number of situations when a leader casualty check must be taken.

Attached Leaders: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance the leader may also be hit. Make a leader casualty check by rolling 2 battle dice. To hit the leader, you need to roll two leader symbols. A leader casualty check must be made when a unit loses a block from:

- Ranged Combat
- Close Combat
- Evading
- Failure to complete a retreat move
- Elephant Rampage
- Occupying an elephant unit's retreat.
- Rolling Fire (Expansion #2)
- Entering a Marsh hex

NOTE: Only one leader casualty check is made during any combat sequence.

EXAMPLE: when a unit with an attached leader loses blocks in Close Combat, a leader casualty check is made after the blocks are removed. If the unit also retreats because of flags on the same combat dice roll and the unit loses more blocks due to all retreat paths being occupied, another leader casualty check is not required. The flag losses are from the same combat dice roll and only one leadership casualty check is made on a leader during a combat sequence.

If a unit with an attached leader only takes flag results, there is no leader casualty check required unless the unit loses blocks when the unit is unable to retreat.

Leader's Unit Eliminated: When a leader is attached to a unit and the unit is eliminated, leaving the leader alone in the hex, the leader casualty check is made with only 1 die. To hit the leader, you need to roll one leader symbol. If the leader is not hit on this single die roll, the leader must Evade 1, 2, or 3 hexes back toward his own side of the battlefield (see Special Actions Leader Evade).

Flags rolled against a unit that was eliminated have no effect on the leader.

When the attached leader's unit is eliminated in Close Combat, the attacking unit may Momentum Advance into the vacated hex after the leader Evades out of the hex.

Leader Alone in a Hex: When an unattached leader is alone in a hex and is attacked by Ranged Combat or Close Combat, the attacking unit rolls its normal number of battle dice. To score a hit on the leader, you need to roll one leader symbol. If the leader is not hit, he must Evade 1, 2 or, 3 hexes back towards his own side of the battlefield (see Special Actions Leader Evade). A lone leader who Evades or moves into a Marsh hex must roll one die. If a leader symbol is rolled, the leader is removed and the opposing player gains a Victory Banner block. On any other result, an Evading leader may stop or continue the Evade, and a moving leader must stop.

Flags rolled against a leader when alone in a hex, have no effect.

A unit attacking a lone leader in Close Combat may not Momentum Advance into the vacated hex after the leader is eliminated or Evades out of the hex.

Leader Hits

If an opponent's leader is hit, remove the leader block from the battlefield and collect a Victory Banner block.

Summary of Leader Benefits

Leaders have beneficial effects when attached or adjacent to friendly units. A leader:

1. converts leader symbol results into hits in Close Combat, when attached or adjacent to a friendly non-elephant unit in Close Combat. Note that a leader does not affect Ranged Combat.
2. bolsters morale—any unit to which a leader is attached to may ignore 1 flag. And, an adjacent lone leader (plus one other adjacent friendly unit) bolsters morale the same as two adjacent friendly units.
3. allows any foot unit to which it is attached to make a bonus Close Combat attack after a Momentum Advance (see Momentum Advance).

Leaders also provide an enormous benefit when it comes to moving units with Command cards (see Command card section).

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15. DRAW A COMMAND CARD

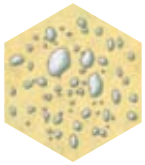
After completing all movement, battles, and retreats, discard the Command card played and draw another card from the deck. Your turn is now over.

If the draw deck runs out of cards, shuffle the discards to form a new draw deck. (The discards are also shuffled back into the draw deck after the play of the 'I am Spartacus' card.)

When a defending player has used the 'First Strike' card, he draws to replace the card before the active player draws.

16. TERRAIN

Broken Ground



Movement: No movement restrictions for foot units except war machine units, which may not enter a broken ground hex. Any mounted unit or unattached leader must stop when it enters a broken ground hex and move no further on that turn.

Battle: A foot unit may battle on the turn it enters a hex with broken ground. A mounted unit may not battle on the turn it enters a broken ground hex. When battling an enemy unit on a broken ground hex or a unit on a broken ground hex battling out, will roll a maximum of 2 battle dice. A Command card that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

If a mounted unit enters Broken Ground on a Momentum Advance, it may not bonus Close Combat.

Line of Sight: A broken ground hex does not block line of sight.

Forest



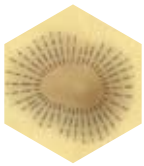
Movement: All units and leaders must stop when entering a forest hex and may move no further on that turn.

Battle: A unit may not battle the turn it moves onto a forest hex. Light infantry, light sling infantry, light bow infantry, auxilia infantry and warrior infantry units are the exception. These units may move onto a forest hex and still battle. These are also the only units which can Momentum Advance into a forest hex and have the potential for a bonus Close Combat. Other units which Momentum Advance into a forest hex may not bonus Close Combat.

A unit battling an enemy unit on a forest hex or a unit on a forest hex battling out, will roll a maximum of 2 dice in close combat. A unit that targets an enemy unit on a forest hex with Ranged Combat will roll a maximum of 1 die. A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

Line of Sight: A forest hex blocks line of sight.

Hill



Movement: No movement restrictions.

Battle: All units roll a maximum of 2 battle dice if battling an enemy unit that is uphill in Close Combat. Foot units roll a maximum of 3 battle dice when battling an enemy unit that is downhill, and when battling from one hill hex to another hill hex. Mounted units roll a maximum of 2 battle dice when battling an enemy unit that is downhill or when battling from one hill hex to another. A Command card that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

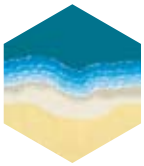
Line of Sight: A hill hex blocks line of sight to units behind a hill hex.

A unit on a lower level has line of sight onto the first hill hex and vice versa.

A unit on a lower level does not have line of sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).

Line of sight is not blocked between units on the same hill looking across hill hexes all at the same level (the units are considered to be on a plateau).

Seacoast



Movement: A Seacoast hex is impassable terrain. Moving, retreating, evading, or escaping onto a Seacoast hex is not allowed.

Battle: Not applicable.

Line of Sight: A Seacoast hex does not block line of sight.

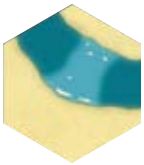
NOTE: Seacoast hexes may also be used to denote the shore of a lake, with the same effects in the game.

River



Normally river hexes are treated as impassable terrain.

Fordable River (specified in scenario instructions)



Movement: All units and leaders must stop when entering a fordable river hex and may move no further on that turn.

Battle: A unit may battle on the turn it enters a fordable river hex. When battling an enemy unit on a fordable river hex or a unit on a fordable river hex battling out, both units will roll a maximum of 2 battle dice. A unit that battles with Ranged Combat out of a river will roll a maximum of 1 battle die. A Command card that adds additional dice in battle will modify the maximum number of battle dice that can

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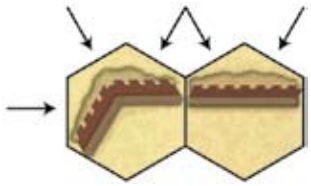
be rolled. After a successful Close Combat, a unit on a fordable river hex may make a Momentum Advance out of that hex.

Line of Sight: A fordable river hex does not block line of sight.

Ramparts

Forward facing hex sides



Movement: No movement restrictions.

Battle: A Rampart provides protection along the two or three forward facing hex sides.

Close Combat: When attacked by an enemy unit across a hex side with a rampart, the defending unit disregards one sword symbol and may disregard one flag rolled against the unit. Note that the defending unit does not receive rampart protection when the enemy unit is not attacking across a hex side with the rampart (normally this is from a hex directly to the side or directly behind the two rampart protected hex sides).

Ranged Combat: A unit attacked through a forward facing rampart hexside may disregard one flag rolled against it.

A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

NOTE: mounted units receive no protective benefit from ramparts.

Line of Sight: A rampart hexside does not block line of sight.

Fortified Camp



Movement: No movement restrictions.

Battle:

- **Close Combat:** A unit defending on a fortified camp hex disregards one sword symbol and may disregard one flag rolled against it.
- **Ranged Combat:** A unit defending on a fortified camp hex may disregard one flag rolled against it.

NOTE: mounted units receive no protective benefit from fortified camp hexes.

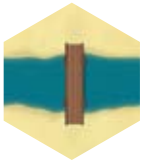
- A fortified camp hex offers this protection against attacks from all sides.
- A unit on a fortified camp hex rolls one fewer battle dice than usual when it battles (this applies to Close Combat and Ranged Fire).

A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

Line of Sight: A fortified camp hex blocks line of sight.

The following terrain types are not used in the scenarios included with this game but come in expansions.

Bridge



These rules are used for all bridges, including pontoon.

Movement: No movement restrictions.

Battle:

- A unit may battle on the turn it enters a bridge hex. A unit on a bridge hex battling out will roll a maximum of two battle dice in Close Combat or one battle die in Ranged Combat. A unit on a bridge hex may still make a Momentum Advance after a successful close combat. A foot unit defending on a bridge hex may ignore one flag rolled against it.
- When battling an enemy unit on a bridge hex, a maximum of two battle dice are rolled in Close Combat. Ranged Combat is unaffected.
- A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

Line of Sight: A bridge hex does not block line of sight.

Scalable City Walls

(use rampart terrain hexes for scalable city walls)

Movement:

- **Foot units (except war machine) and Leaders:** To move onto a scalable city wall hex, a foot unit or leader must start its move from a hex adjacent to the scalable city wall hex. A foot unit or leader that enters a scalable city wall hex must stop and may move no further on that turn. A foot unit or leader that moves off a scalable city wall hex may only move onto an adjacent hex and may move no further on that turn. Retreating or Evading Foot units or leaders do not have to stop when entering a scalable city wall hex.
- **Mounted units and war machines:** A scalable city wall hex is impassable terrain for a mounted unit or war machine. Both may Close Combat adjacent units on scalable city wall hexes if they begin their turn adjacent to the scalable city wall hex. Neither type of unit may retreat or evade onto a scalable city wall hex.

Battle:

Close Combat: When battling an enemy unit on a scalable city wall hex or a unit on a scalable city wall hex battling out, the unit rolls a maximum of 2 battle dice in Close Combat. Any unit defending on a scalable city wall hex disregards one sword symbol and may disregard one flag rolled against it when attacked from any adjacent hex.

- A defending unit on a scalable city wall hex that cannot evade, or elects not to evade, will battle first (treat the defending unit as if it possesses a First Strike card, and treat the combat as a First Strike combat) when being attacked in Close Combat unless the attacking enemy unit is also on an adjacent scalable city wall hex.

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Ranged Combat: A unit defending on a scalable city wall hex may disregard one flag rolled against it. Standard line of sight rules apply, and adjacent enemy units prevent Ranged Combat.

A Command card or leader that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight: A scalable city wall hex blocks line of sight to units behind the scalable city wall hex and vise versa. Line of sight is not blocked between units on the same scalable city wall looking along the scalable city wall hexes.

Fortified City Walls

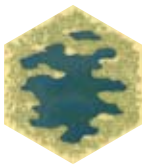
(use rampart terrain hexes for fortified city walls)

Movement: Fortified City Walls are normally considered impassable terrain for all units, unless siege rules are in effect, as noted in the scenario special rules. When siege rules are in effect, the attacking foot units have scaling ladders, and fortified city walls are treated as scalable walls.

Battle: No battle possible unless siege rules are in effect for the scenario.

Line of Sight: A fortified city wall hex blocks line of sight to units behind the fortified city wall hex and vise versa.

Marsh



Movement: A unit or unattached leader must stop when it moves onto a marsh hex and move no further on that turn. The unit or unattached leader must also roll one battle die for a possible block loss. One unit block is lost when the unit's symbol is rolled. A leader is eliminated when a leader symbol is rolled. Retreating or evading units or leaders do not have to stop when entering a marsh hex. A unit or leader that must retreat or evades onto or through a marsh hex must still check for a possible block loss for each marsh hex it retreats or evades onto or through. Marsh block loss die rolls are made prior to removing unit blocks for unfulfilled map edge hex retreats.

A unit or leader that leaves a marsh hex may only move onto an adjacent hex regardless of its normal movement allowance.

A war machine unit may not move, evade or retreat onto a marsh hex.

Battle: A unit may battle the turn it moves onto a marsh hex. When battling an enemy unit on a marsh hex, a maximum of 2 battle dice are rolled in Close Combat. A unit that elects to advance onto a marsh hex after a successful Close Combat must check for possible block loss. A unit on a marsh hex battling out will roll a maximum of 2 battle dice in Close Combat, and 1 die in Ranged Combat. A unit on a marsh hex that has not already moved this turn, may make a Momentum Advance out of the marsh hex onto the vacated hex after a successful Close Combat, but cavalry units may not make a Special Momentum Advance.

A Command card that adds additional dice in battle will modify the maximum number of battle dice that can be rolled.

Line of Sight: A Marsh hex does not block line of sight.

17 SPECIAL UNITS & RULES

NOTE: These rules are not used in the scenarios with the base game but are found in the expansions. For completeness, we include them here.

Special Unit Blocks



The first expansion introduced the concept of "special units" to represent the elite units of the Ancient World, such as Alexander's Companion Cavalry or the Persian Immortals. When special units are present in a battle, they will be labeled on the battlefield, and the scenario instructions will specify that a Special Unit block will be placed in each special unit's hex. The special rules will provide the increased abilities for each special unit. The Special Unit block moves with the unit. It does not count as a block that can be removed to satisfy losses. This block is not transferable to any other unit. If the special unit is eliminated, this block is removed from the map along with the last block of the unit.

The only scenario in the base game which really features an appropriate "special unit" is the Carthaginian Sacred Band unit, found in the Crimissos River Battle Scenario. It was an elite unit, so if you wish to replay this battle scenario with a more historically accurate Sacred Band, use the special abilities outlined below:

On the battlefield, the Sacred band is the heavy infantry unit directly below the hex containing the Hasdrubal leader. Place a distinct marker of some kind in the hex with the Sacred Band unit to distinguish it from other Carthaginian units.

Sacred Band special abilities:

- The Sacred Band will score one hit for each leader symbol rolled in close combat. A leader does not have to be attached or in an adjacent hex to confer this benefit.
- The Sacred Band may ignore one flag.
- The Sacred Band retains these special abilities until the last block of the unit has been removed from the battlefield.

Marian/Imperial Legions Rule

When this rule is in effect, medium and heavy Roman infantry units are armed with pilum and sword. These units are considered missile weapon capable units and must follow the rules for Ranged Combat when utilizing that capability.

Each medium and heavy Roman infantry unit has a range of two hexes and will roll 1 battle die when it holds or moves only one hex. As with other missile weapon capable units, These units may not perform both Ranged and Close Combat in the same turn.

Julian Legions Rule

When the Julian Legions Rule is in effect, all Roman heavy infantry and medium infantry units are armed with pilum and sword and will follow the rules for Ranged Combat units, per the Marian/Imperial Legions Rule.

In addition, all Roman heavy infantry and medium infantry units may move one hex and combat as normal, or may move 2 hexes and not battle.

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18. COMMAND CARDS

Section Cards (27 cards)

Section cards are used to order units and/or leaders in a specific section of the battlefield to move and/or battle. These cards indicate in which section of the battlefield you may order units or leaders and how many units or leaders you may order. All Section Command cards have a leader helmet symbol on the card, to remind players that one or more attached leaders in the section may be ordered to detach and move separately (for the cost of one order each) when the card is played.



Order Two Units Left: Issue an order to two units and/or leaders in the left section. (3 cards)

Order Two Units Center: Issue an order to two units and/or leaders in the center section. (4 cards)

Order Two Units Right: Issue an order to two units and/or leaders in the right section. (3 cards)

Order Three Units Left: Issue an order to three units and/or leaders in the left section. (3 cards)

Order Three Units Center: Issue an order to three units and/or leaders in the center section. (4 cards)

Order Three Units Right: Issue an order to three units and/or leaders in the right section. (3 cards)

Order Four Units Left: Issue an order to four units and/or leaders in the left section. (1 card)

Order Four Units Center: Issue an order to four units and/or leaders in the center section. (1 card)

Order Four Units Right: Issue an order to four units and/or leaders in the right section. (1 card)

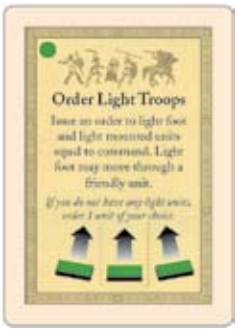
Coordinated Attack: Issue orders to one unit and/or leader in each section. (2 cards)

Out Flanked: Issue an order to two units and/or leaders in the left section and two units or leaders in the right section. (2 cards)

Troop Cards (10 cards)

Troop cards allow you to order a specific unit type (Example: light, medium) to move and/or battle. Unless the card states otherwise, you may freely choose Foot or Mounted units... So "Order Light" means you can issue your allotment of orders to any combination of light Foot units or light Mounted units. Ordered units may be in any section of the battlefield. The number of units you may order is equal to your side's Command, i.e. the maximum number of cards you may hold in your hand on that turn. (See "Command" under section 7 of the rules, 'Order Units and Leaders'.)

Order Light Troops: Issue orders to a number of light foot and light mounted units less than or equal to your Command. Light foot units, including auxilia may move through a friendly unit. If you do not have any light units, you may order 1 unit of your choice. (4 cards)



Light unit types: Light infantry, light bow infantry, light sling infantry, auxilia, light cavalry, light bow cavalry and barbarian chariot.

Order Medium Troops: Issue orders to a number of medium foot and medium mounted units less than or equal to your Command. If you do not have any medium units, you may order 1 unit of your choice. (3 cards)

Medium unit types: Medium infantry, warrior, medium cavalry, camel and cataphracted camel.

Order Heavy Troops: Issue orders to a number of heavy foot and heavy mounted units less than or equal to your Command. If you do not have any heavy units, you may order 1 unit of your choice. (2 cards)

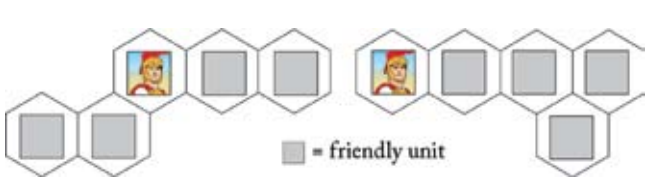
Heavy unit types: Heavy infantry, heavy war machines, heavy cavalry, heavy cataphracted cavalry, heavy chariot and elephant.

Order Mounted Troops: Issue orders to a number of mounted units and/or leaders less than or equal to your Command. If you do not have any mounted units, you may order 1 unit of your choice. (1 card)

Mounted unit types: Light cavalry, light bow cavalry, barbarian chariot, medium cavalry, camel, cataphracted camel, heavy cavalry, heavy cataphracted cavalry, heavy chariot and elephant.

Leadership Cards (6 cards)

Leadership cards allow you to order a leader, any unit to which the leader is attached, plus a given number of units or leaders in adjacent linked hexes to move and/or battle. Units in "adjacent linked hexes" may be in different sections of the battlefield, as long as each ordered unit is adjacent to at least one other ordered unit, and at least one of the ordered units is adjacent to the designated leader. In this way, a Leadership order enables you to order a "chain" or "wing" of units to move and/or battle in a coordinated fashion. A leader may not detach on a Leadership Command card.



The two examples above show two possible ways a leadership card can be used to activate a leader's hex plus four adjacent linked hexes.

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Leadership Any Section: Issue orders to units under one leader's command (leader's hex and 3 adjacent linked hexes) or order one unit of your choice. (3 cards)

Inspired Left Leadership: Issue orders to units under one leader's command in the left section (leader's hex and 4 adjacent linked hexes) or order one unit of your choice. (1 card)

Inspired Center Leadership: Issue orders to units under one leader's command in the center section (leader's hex and 4 adjacent linked hexes) or order one unit of your choice. (1 card)

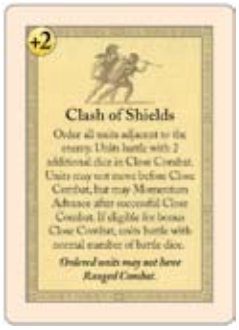
Inspired Right Leadership: Issue orders to units under one leader's command in the right section (leader's hex and 4 adjacent linked hexes) or order one unit of your choice. (1 card)

Tactic Cards (17 cards)

Tactic cards allow ordered units to move and/or battle in ways not allowed in the basic rules. Actions ordered on Tactic cards take precedence over basic rules.

Command cards that state 'order units equal to command' means the maximum number of units you may order is equal to your side's Command (see 7: Order Units and Leaders).

NOTE: on Tactic Command cards, Ranged Combat is sometimes referred to as Fire.



Clash of Shields: Order all units adjacent to the enemy. Units battle with 2 additional dice in Close Combat. Units may not move before Close Combat but may Momentum Advance after successful Close Combat. If eligible for bonus Close Combat, units battle with normal number of battle dice. Ordered units may not have Ranged Combat. (1 card)

NOTE: All units adjacent to an enemy unit when this card is played are ordered. This can get a little confusing, especially as combats take place and enemy units are forced to retreat. We suggest that you mark the units eligible to battle before you start your Close Combats.



Counter Attack: Issue the same order that your opponent just played. When countering Section cards and Inspired Leadership cards, the right section becomes left, the left section becomes right. When countering Leadership Any Section, your orders must be in the same section your opponent chose. (2 cards)

NOTE: You cannot use Counter Attack on a First Strike card.

Darken the Sky: All ranged weapon units may fire twice. No movement—only fire. Each Ranged Combat is resolved separately. If you do not have any units with ranged weapons, order 1 unit of your choice. (1 card)

NOTE: This means all ranged weapons units are considered "ordered." While a unit cannot range fire if adjacent an enemy unit, if that changes during battling (perhaps because of fire from some other unit that eliminates or forces the adjacent unit to retreat), then the newly released unit is still ordered and may range fire.



Double Time: Order 4 or fewer foot units in a group (units in adjacent linked hexes that may span two sections). Each ordered unit (except war machines) may move two hexes and still engage in Close Combat. Warrior units may move 2 or 3 hexes, but must engage in Close Combat after doing so. Ordered units may not have Ranged Combat. If you do not have any foot units, order 1 unit of your choice. (2 cards)

NOTE: Light foot units do not gain any movement advantage when part of a Double Time order. The Double Time card symbolizes the final rush into Close Combat. Light foot units generally preferred to avoid Close Combat so they don't have a move advantage. However, auxilia foot units gain a battle advantage when part of a Double Time order, as they can move 2 and still Close Combat.

First Strike: Play this card after opponent declares a Close Combat, but before the dice roll. Your defending unit will battle first. If opponent's unit is neither eliminated nor retreats, it may Battle as originally ordered. out its attack normally. At the end of the turn, you draw your new Command card first. (1 card)

NOTE: Regardless of the outcome of your First Strike, your unit is not eligible to Battle Back.

I Am Spartacus: Roll dice equal to Command. For each unit symbol rolled, one unit of this type is ordered. A leader symbol orders any unit or leader. Units may be ordered in any section. Ordered units battle with 1 additional die this turn. Reshuffle Deck & Discards! (1 card)

NOTE: Before drawing a new card, reshuffle the deck with the discards, including this card, to form a new draw deck. Cards in the player's hands are not reshuffled.



Line Command: Order a group of foot units. The group must be in adjacent linked hexes (which may span two or three sections). Each unit may move no more than one hex and then engage in Ranged Fire or Close Combat if eligible. Units may Momentum Advance after successful Close Combat and may be eligible for bonus Close Combat. If you do not have any foot units, order 1 unit of your choice. (4 cards)

NOTE: Ordered units do not have to move to engage in combat.

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Move-Fire-Move: Order light foot and light mounted units equal to Command. Units may move, fire and move again. All units moving first must do so before any fire. After all Ranged Combat, units may move again. Order units may not Close Combat. No Ranged Combat after second move. Light foot units, including auxilia, may move through a friendly unit when moving two hexes. If you do not have any light units, order 1 unit of your choice. (2 cards)

PLAY NOTE: The three orders on this card are all optional—the first move, the fire (Ranged Combat), and the second move. The key here is that the all ordered units must complete their first move before there is any Ranged Combat. After all Ranged Combat is completed, ordered units may make a second move.

HISTORICAL NOTE: this card reflects the "hit and run" tactics often used by light units in ancient warfare to harass and discomfit the enemy, before the heavier units engaged in close combat.

Mounted Charge: Order mounted units equal to Command. Units battle with 1 additional die in Close Combat, including any bonus Close Combat. Heavy units may move three hexes and still battle. Ordered units may not have ranged combat. If you do not have any mounted units, order 1 unit of your choice. (2 cards)

Mounted unit types: Light cavalry, light bow cavalry, barbarian chariot, medium cavalry, camel, cataphracted camel, heavy cavalry, heavy cataphracted cavalry, heavy chariot and elephant.

NOTE: Heavy units that may move three hexes when given an order to charge include heavy cavalry, heavy cataphracted cavalry, elephants, and heavy chariots.

Rally: Roll dice equal to Command. For each unit type or leader symbol rolled, one unit of the appropriate type in or adjacent to a leader's hex is rallied (replace a block in the under strength unit). Rallied units are ordered and may move and battle. Elephant and chariot units may not be rallied. If you do not have any leaders, issue an order to 1 unit of your choice. (1 card)



NOTE: Units may not gain more blocks than they had to begin with, but units may regain more than one block if they have lost more than one. Leader symbols can be used to rally any type of eligible unit. A unit already at full strength with or adjacent to a leader can never be rallied, regardless of the die roll. Therefore only units which actually "regain" a block are considered ordered when rallied. All leaders on the battlefield may be used to rally under strength units.

EXAMPLE: A leader is attached to a medium infantry unit with two blocks. He is adjacent to a friendly light unit and elephant unit that have each lost a block. The rally dice are rolled, and the results yield two leader helmets and two heavy unit red squares. Each helmet result can be used to replace one lost block of any eligible unit type. The player chooses to replace both lost blocks in the medium infantry unit and none in the light unit. The medium infantry unit is rallied and may be ordered to move and battle, but the light unit is not rallied and may not be ordered. The elephant unit cannot be rallied. Luckily, the player has another leader that is adjacent to two heavy units that have each lost two blocks. The player applies one red square result to each adjacent heavy infantry unit, replacing one lost block in each unit. Both heavy infantry units are rallied and may be ordered to move and battle. The player had the option of applying both red square results to only one heavy infantry unit; however, wanting to order both units, he restored just one block to each.

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